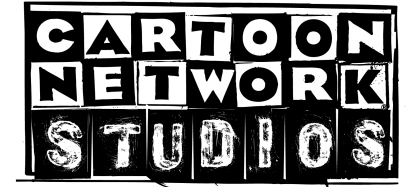




“Mystery Dungeon”

1014-113

Board Team Final



Date 06/06/12

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval 06/06/12
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

Adventure Time Created by
Pendleton Ward

Creative Director
Nate Cash

Storyboard by
Ako Castuera & Jesse Moynihan



Date 03/27/12

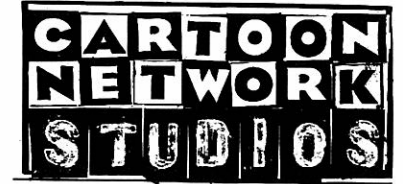
- ☒ Board Team Final 05/02/12
- ☐ Creators Pass
- ☐ Network Approval
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

~~"Xergiok Part Deux"~~

1014-~~117~~ 113

Board Team Final

MYSTERY/ DUNGEON!



Adventure Time Created by
Pendleton Ward

Creative Director
Nate Cash

Storyboard by
Ako Castuera & Jesse Moynihan

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

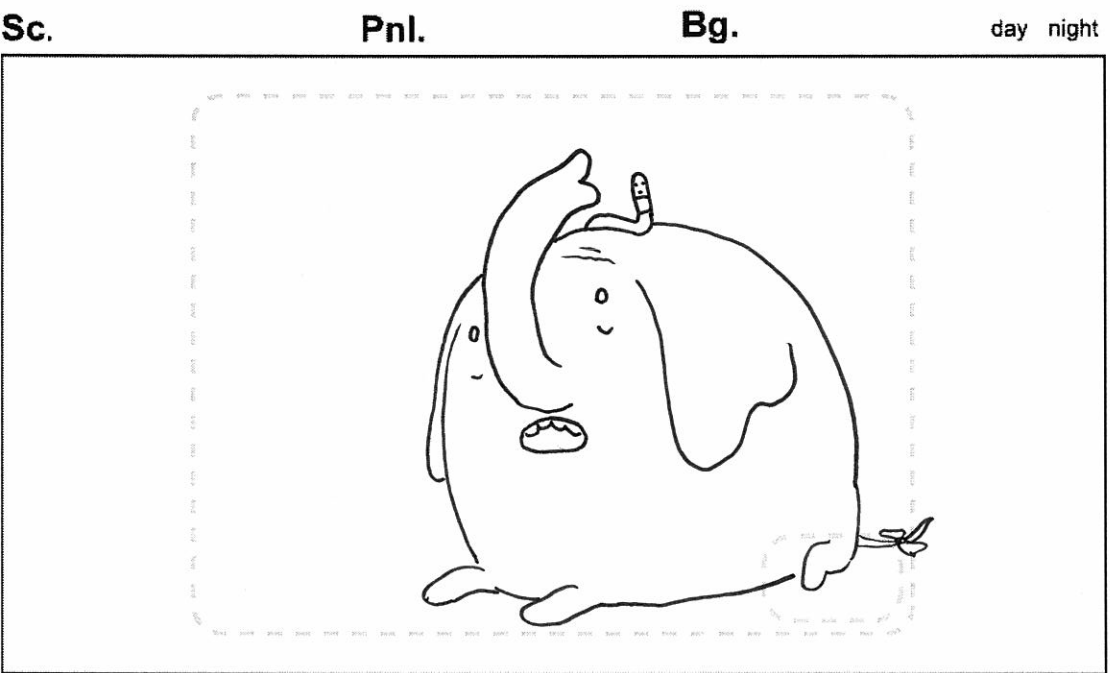
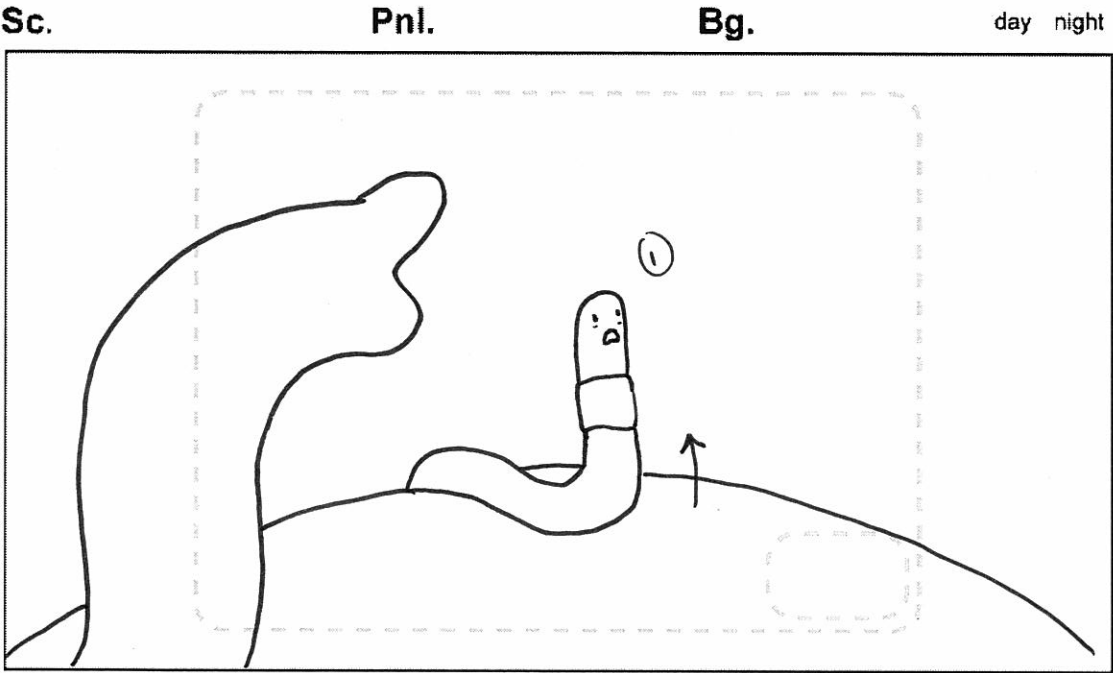


| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | |
|---------|---------------------------------|
| Dialog: | (TT) Shelby... Shelby, wake up! |
| Action: | |
| Timing: | |

1014-113
EPISODE #
Production :

ADVENTURE TIME



| | |
|---------|--|
| Dialog: | <p>Shelby where am I? ② what's going on?</p> <p>TT you've been snoozing on my dome</p> |
| Action: | <p>② </p> |
| Timing: | |

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|--|------------------------|
| Dialog: | (TT) I just woke up in this room with these fellas | (TT) Nectar, Ice cream |
| Action: | | |
| Timing: | | |

© 2011 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | |
|---------|--------------------------------------|
| Dialog: | (TT) (OS) and one of the lemon crabs |
| Action: | Nephtr strokes Ik's hair |
| Timing: | |

EPISODE # 1014-113
Production :

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | |
|---------|-------------|
| Dialog: | (LG) AWAKE! |
| Action: | |
| Timing: | |

EPISODE # 1014-113
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

LG AVAST!

Action:

LG sits up

Timing:

EPISODE # 1014-113
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

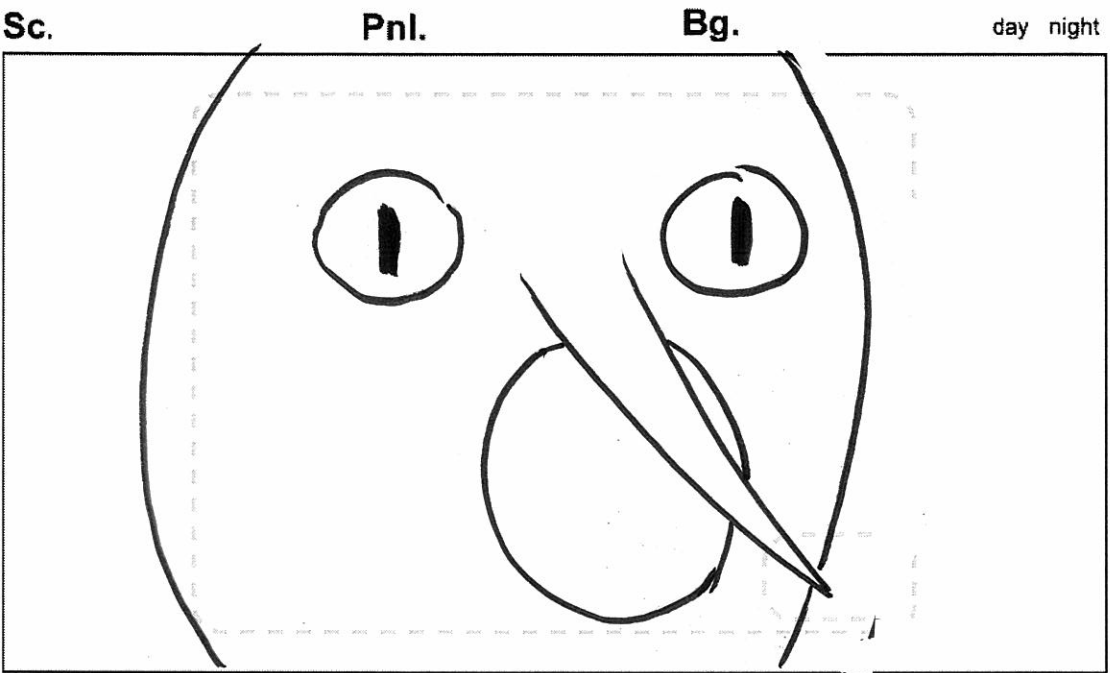
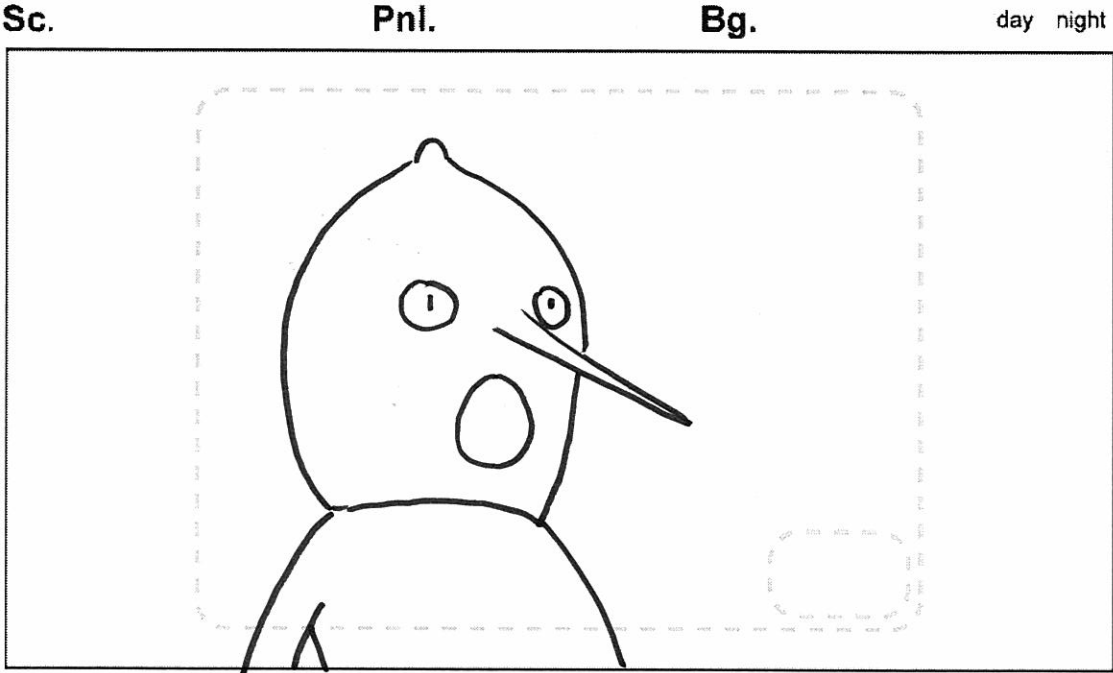


| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | | | |
|---------|---|--|-------------------------------|--|
| Dialog: | (LG) HOLD TIGHT YOUR BUNS, | | (LG) IF BUNS YOU DO HOLD DEAR | |
| Action: | LG Slowly turns head as he recites poem | | | |
| Timing: | | | | |

EPISODE # 1014-113
Production :

ADVENTURE TIME



Dialog: (LG) FOR TIME HAS COME TO WAKE AND RUN (LG) AND NOT GIVE WAY TO FEAR!

Action:

Timing:

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|-----------------------------------|--|
| Dialog: | (F1) What are those awful words?! | (L6) HA READING the wall. I AM |
| Action: | | |
| Timing: | | |

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| |
|--------------------------|
| Dialog: |
| L.b. THEY ARE WALL WORDS |
| Action: |
| Timing: |

1014-113
EPISODE #
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 11

| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|---|------|-----|-----|-------|-----|------|-----|-----|-------|
| <p>BEYOND THIS ROOM A</p> <p>PAN → STOP PAN</p> | | | | | | | | | |

Dialog:

(TT) (OS) BEYOND THIS ROOM

Action:

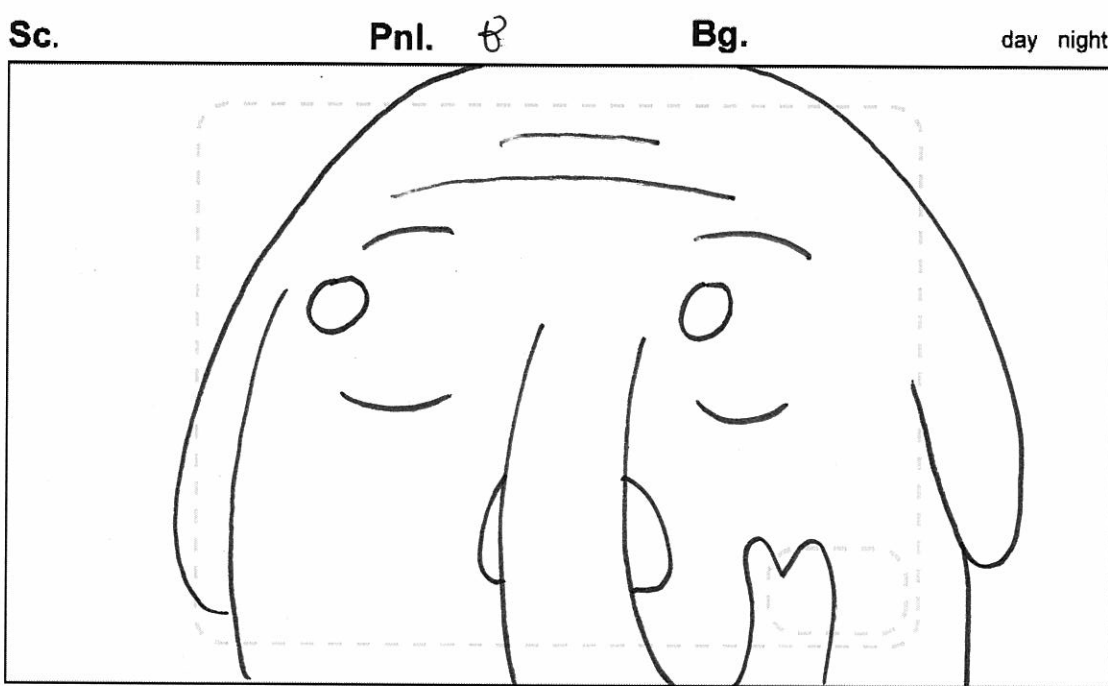
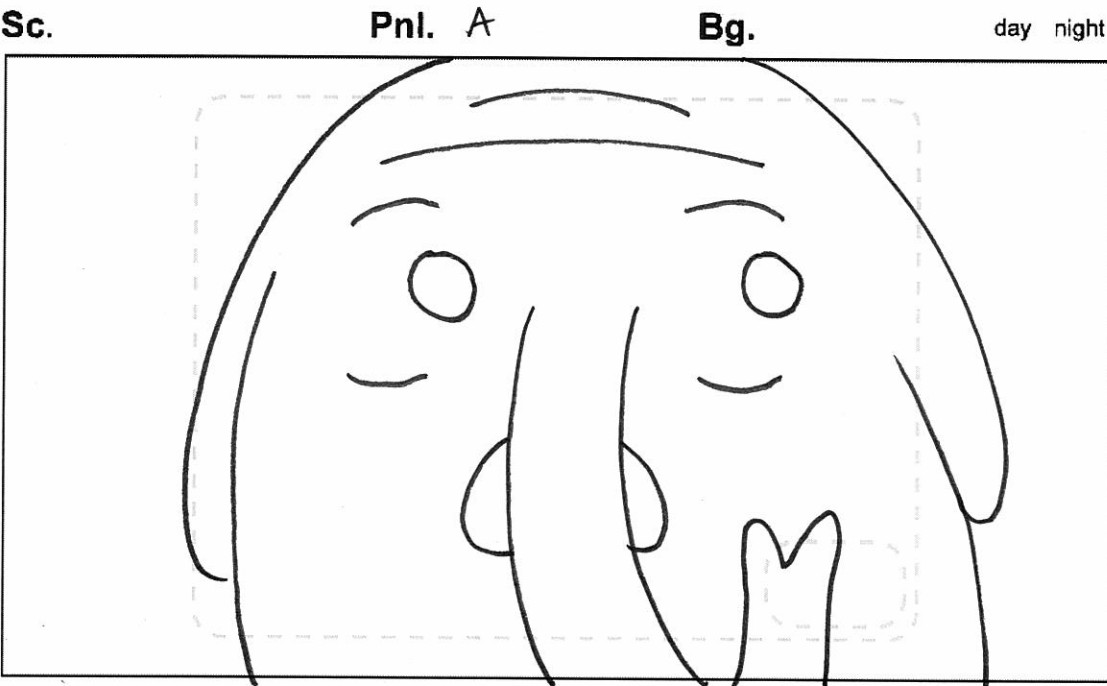
Timing:

1014-113

EPISODE #

Production :

ADVENTURE TIME



Dialog: (TT) ARE A THOUSAND rooms (TT) outside of them, still more

Action: cycle pnls (A) & (B) ~~TT~~ (TT) moves eyeballs slowly left (B) rapidly right (A) as to read.

Timing:

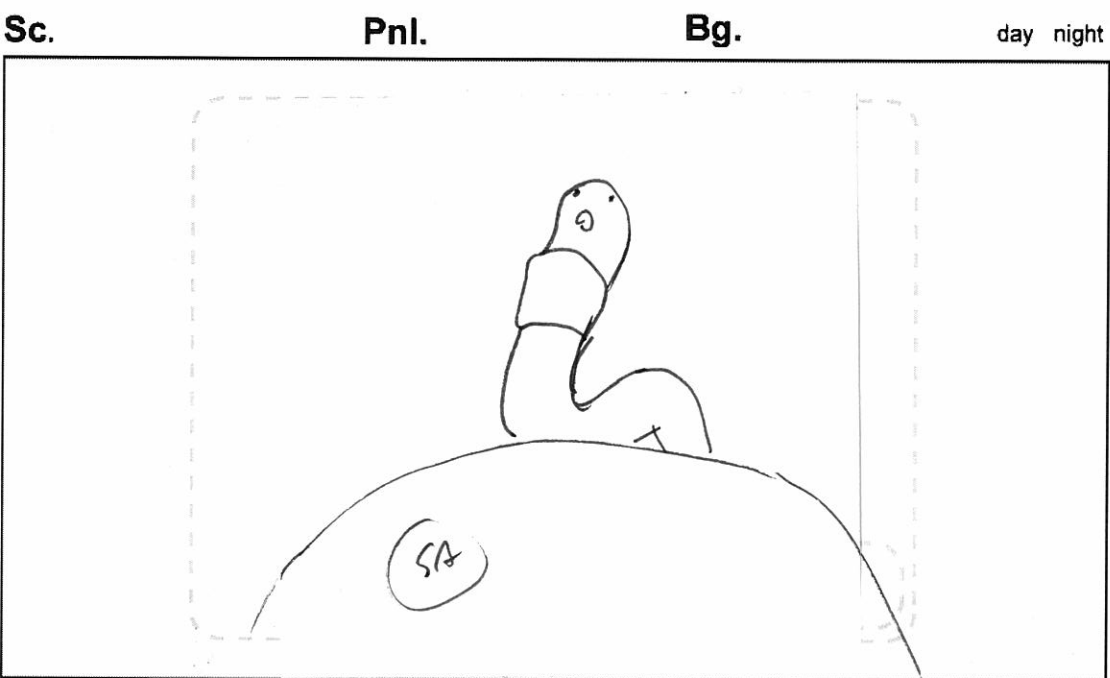
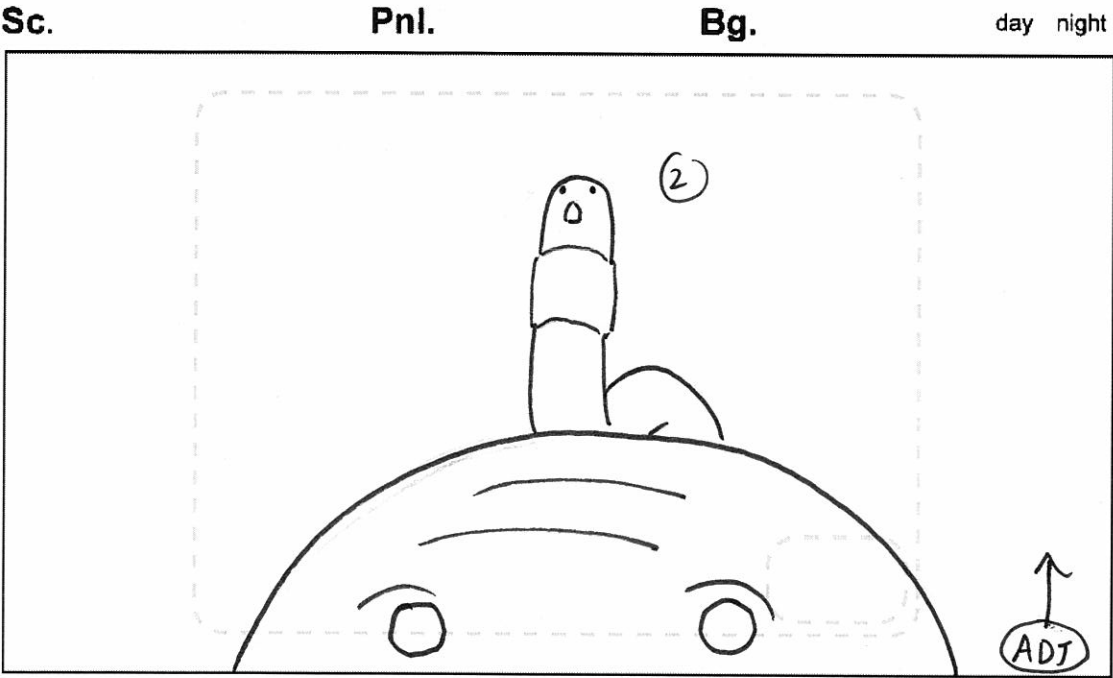
1014-113

EPISODE #

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: SHELBY ① Behind each door ②

SHELBY ON EVERY FLOOR

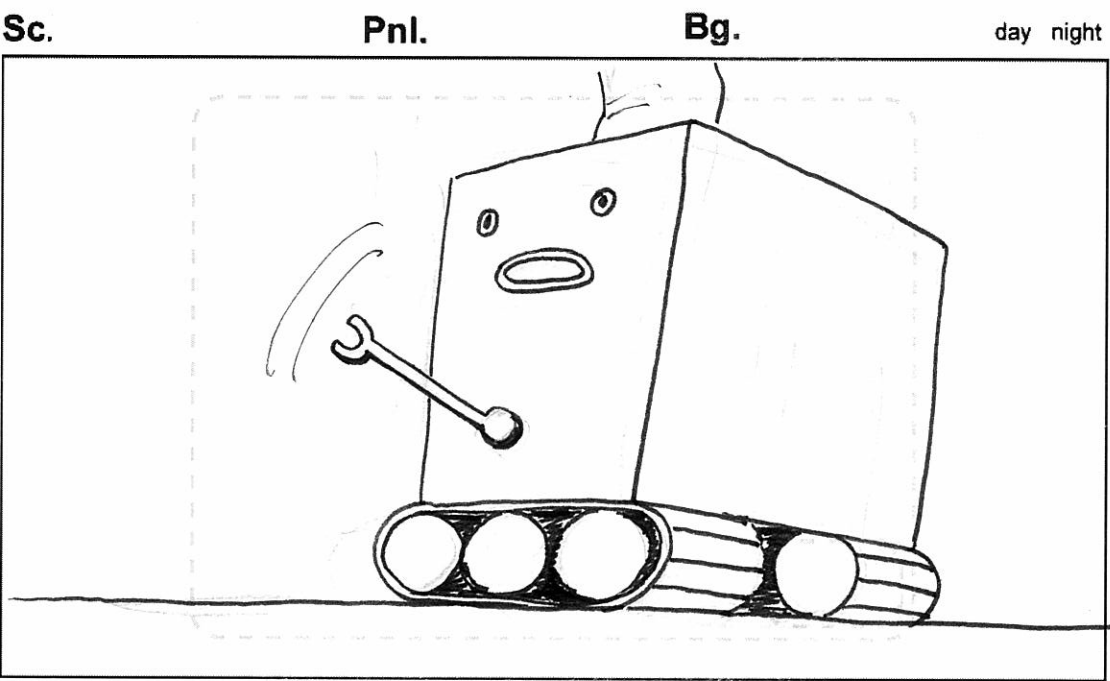
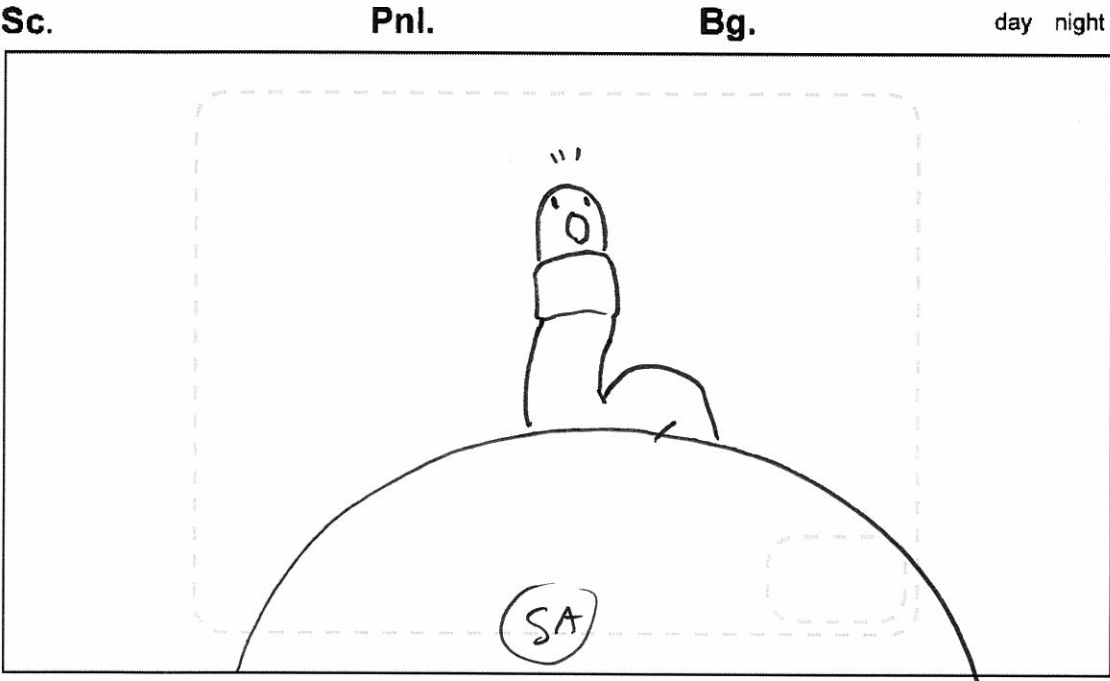
Action:



Timing:

EPISODE # 1014-113
Production :

ADVENTURE TIME



Dialog: (S) Danger! Danger! Evermore. (NEPTR) Stranger, Hark!

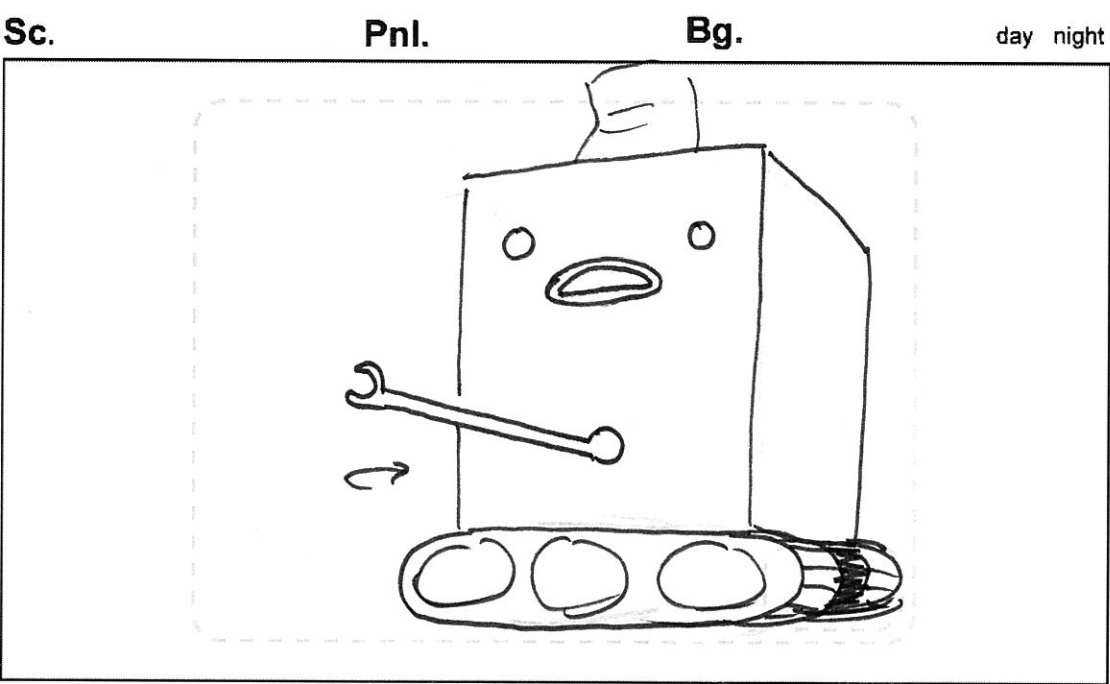
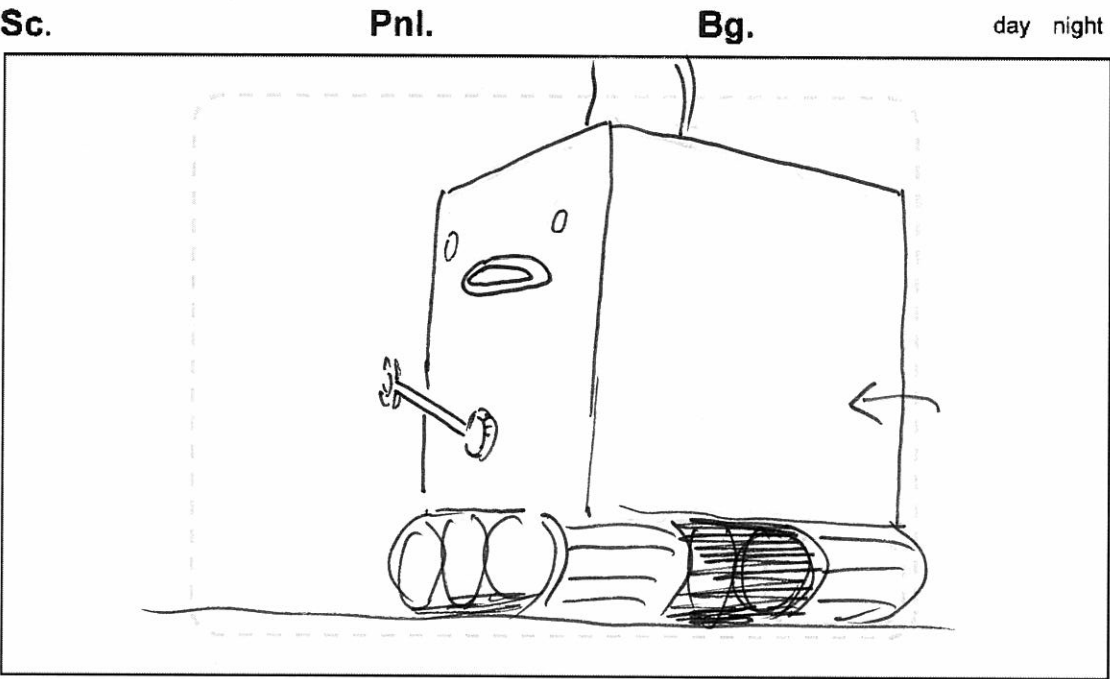
Action:

Timing:

EPISODE # 1014-113

Production :

ADVENTURE TIME



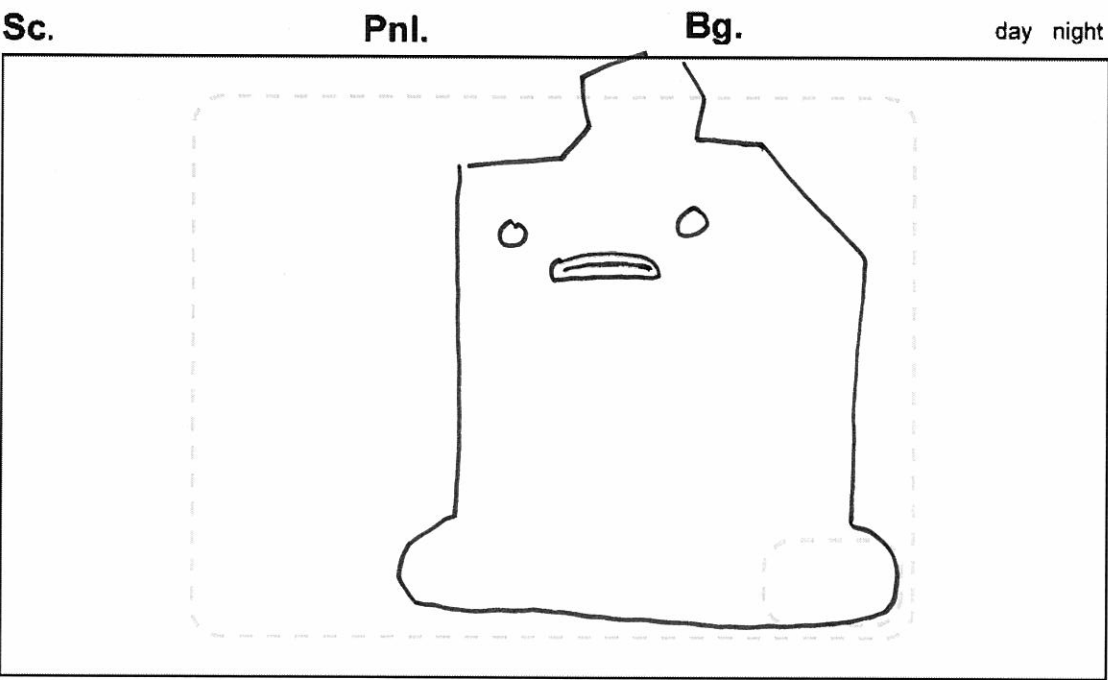
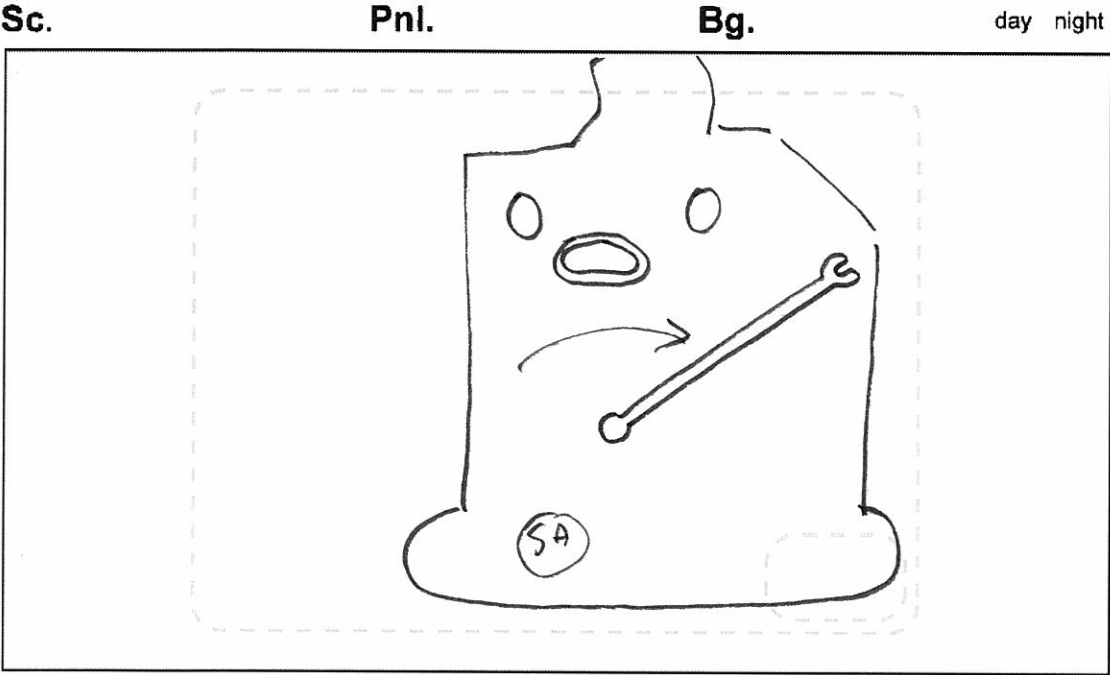
Dialog: NEPTR the traps galore

(N) May kill you whilst you do explore

Action:

Timing:

ADVENTURE TIME




Dialog: (N) To free yourself

(beat) (os) Ik's pencil writing on paper ; skritch skritch =

Action:

Timing:



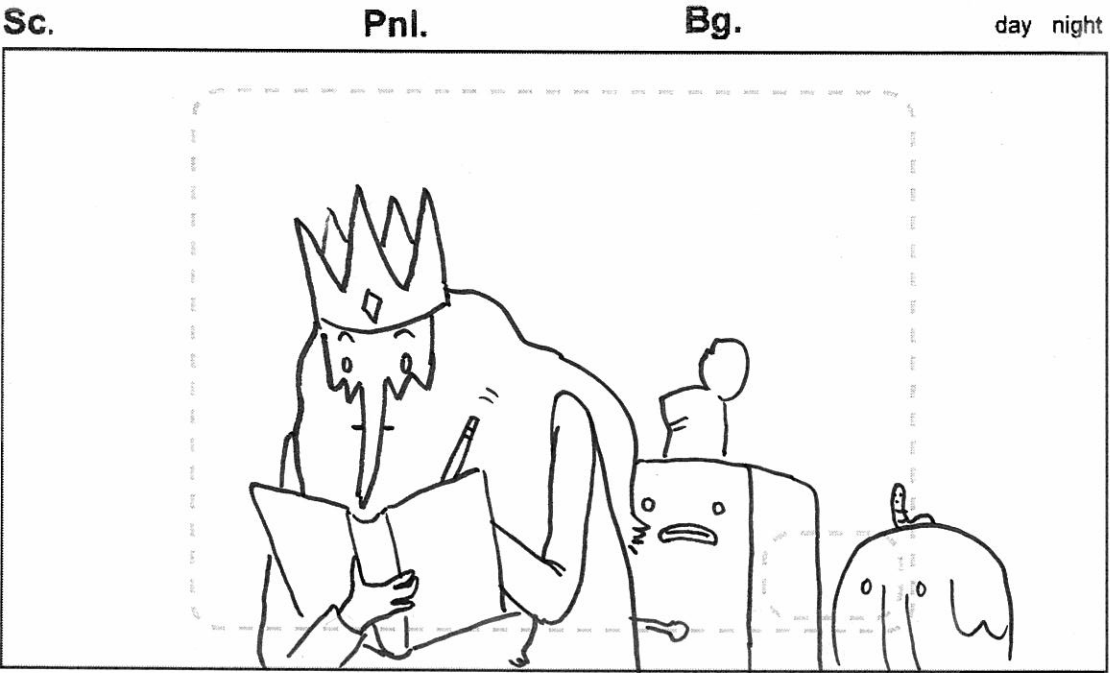
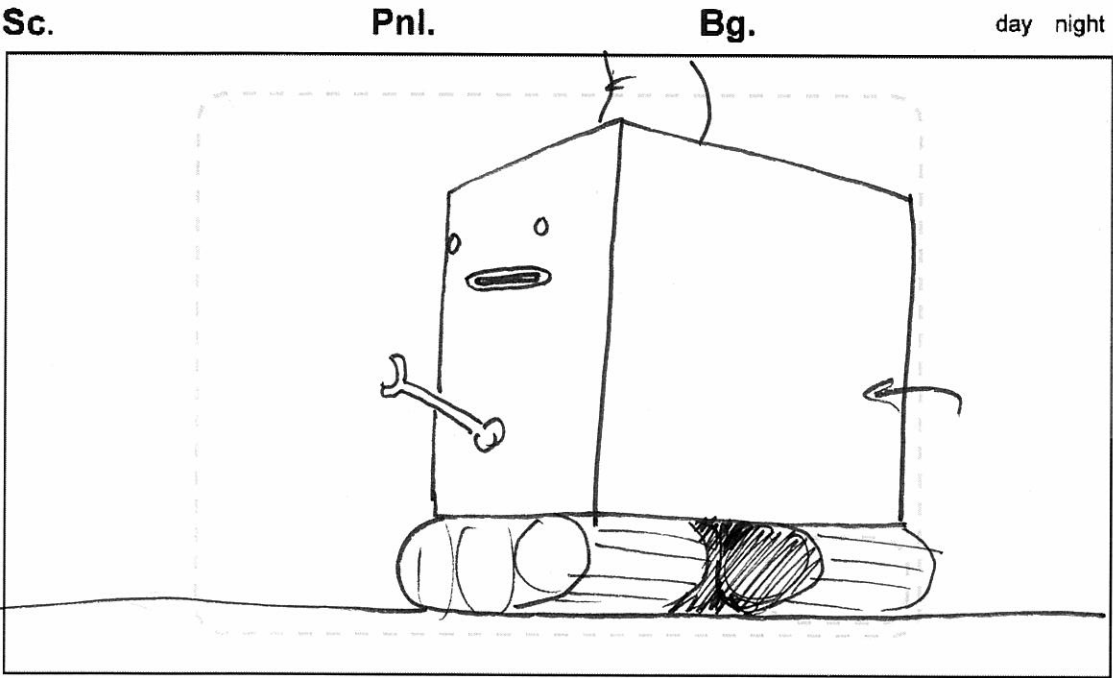
Arm flips after beat

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 17



Dialog:

(OS pencil skritch skritch <)
on paper

skritch skritch

(N) TO Free yourself -

Action:

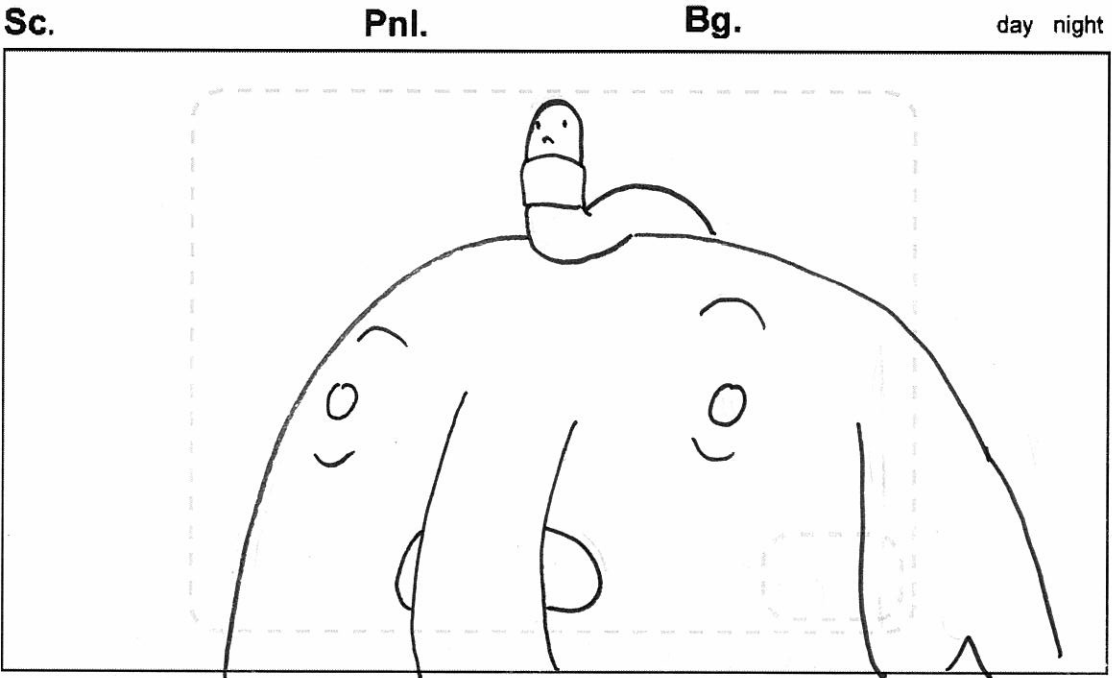
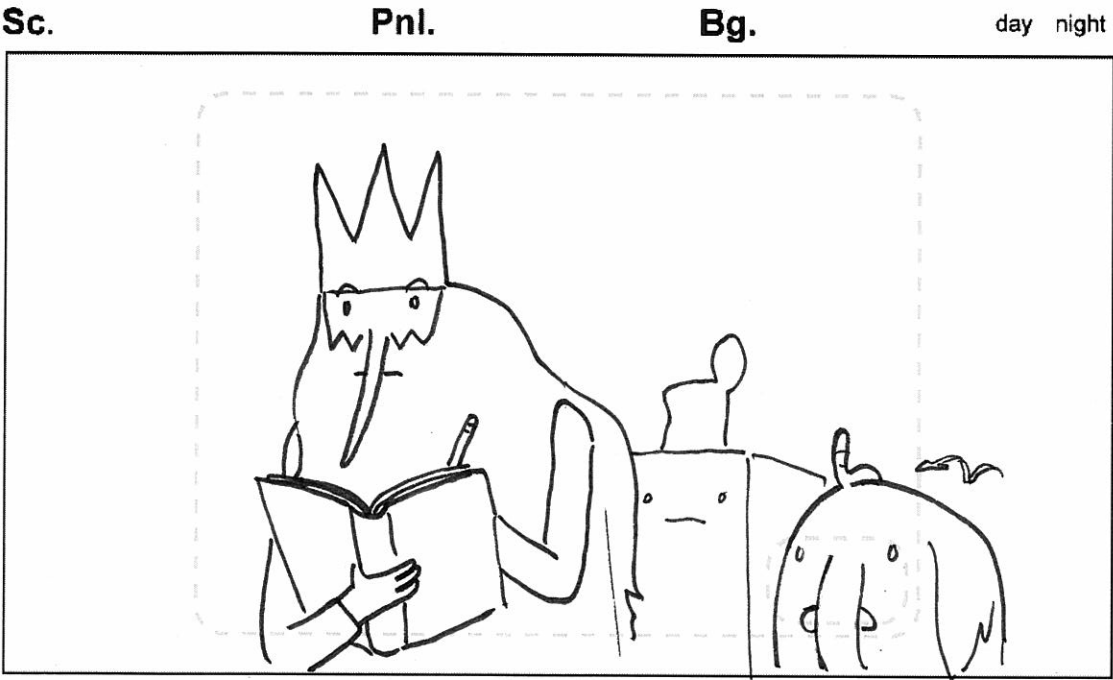
Timing:

EPISODE #

Production :

1014-113

ADVENTURE TIME



Dialog:

(TT) MR. ICE CREAM.

(TT)

Please tell your dear diary you have to go now because we're all taking turns reading this poem

Action:



Timing:

ADVENTURE TIME

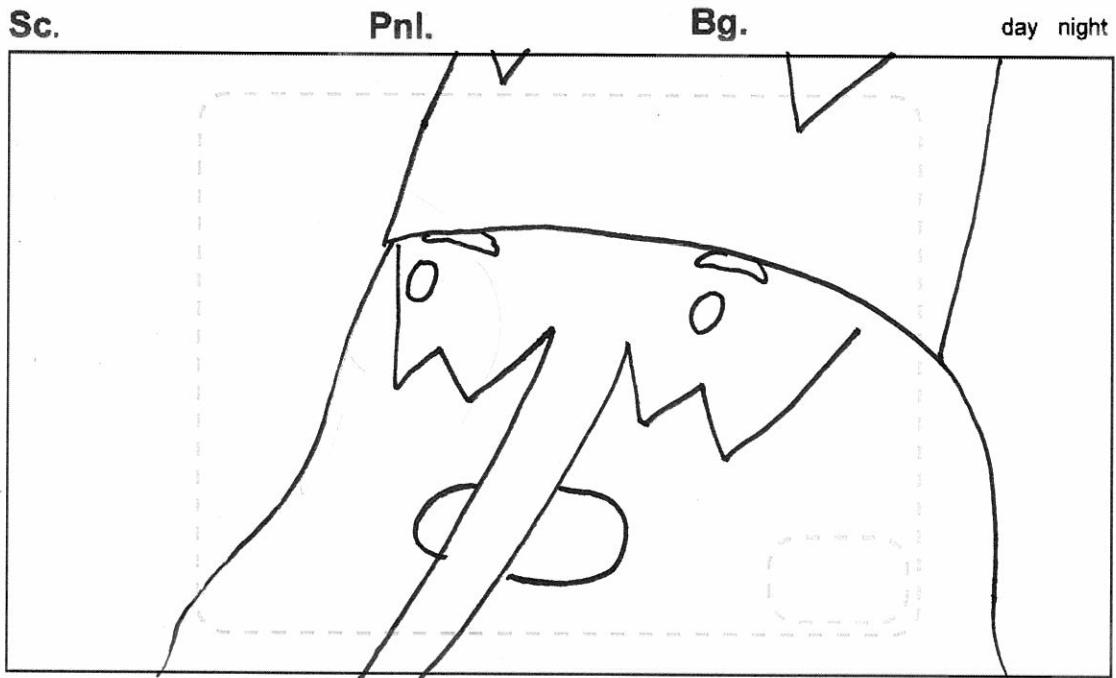
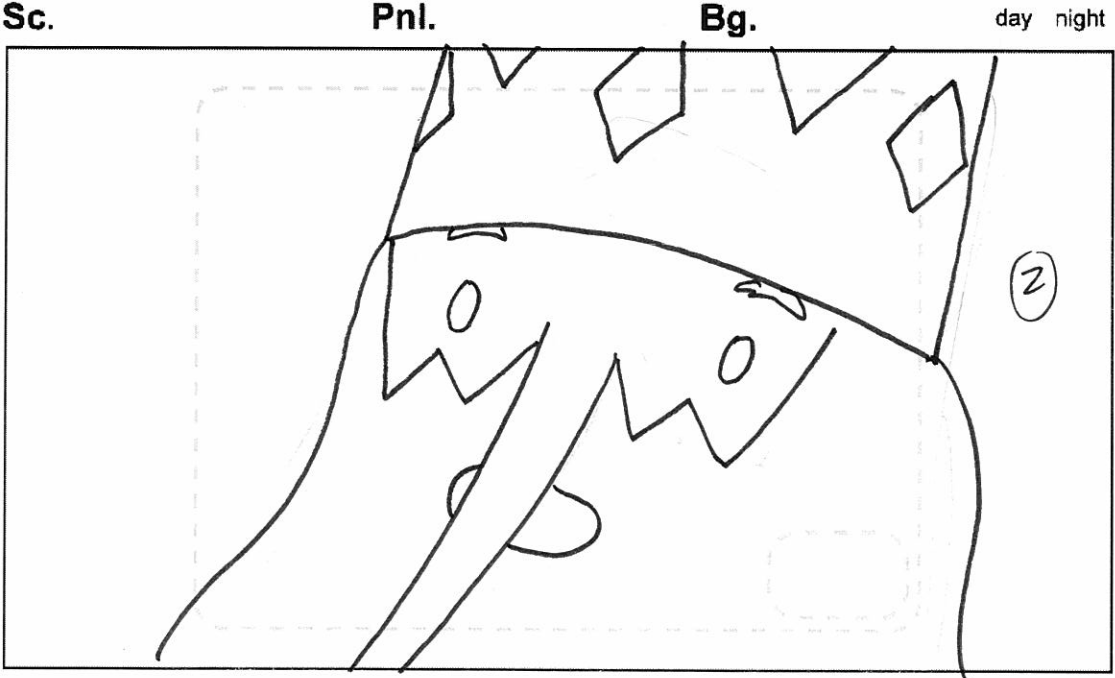


| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |
| | | | | | | | | | |

| | | |
|---------|-----------------------------|----------------------|
| Dialog: | (Ik) Ooh, A poetry slam? | (Ik) I want a turn ! |
| Action: | Ik shoves book in his beard | |
| Timing: | | |

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: (1k) ① Now where were we... ② Ah!

(1k) To free yourself

Action:

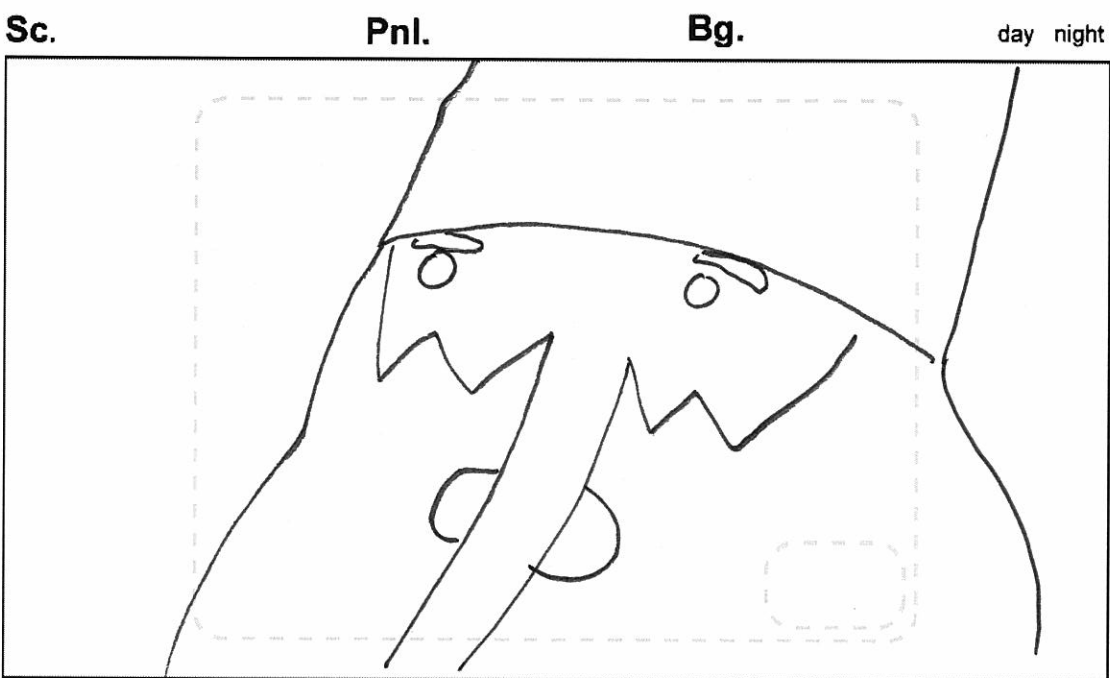
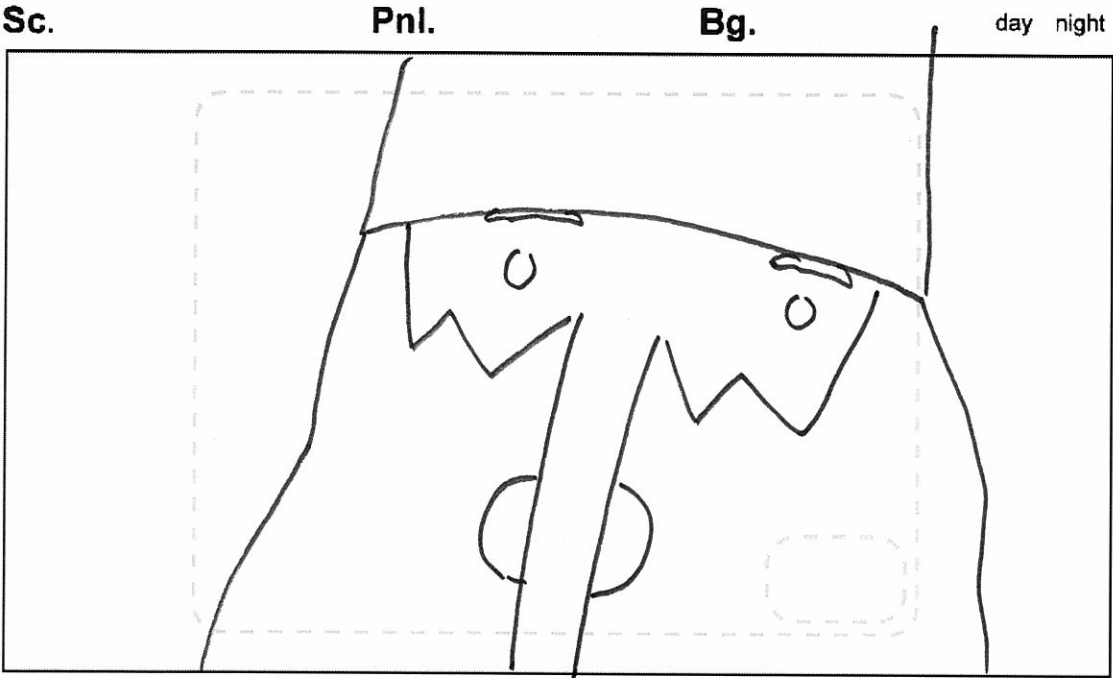
Timing:

1014-113

EPISODE #

Production :

ADVENTURE TIME



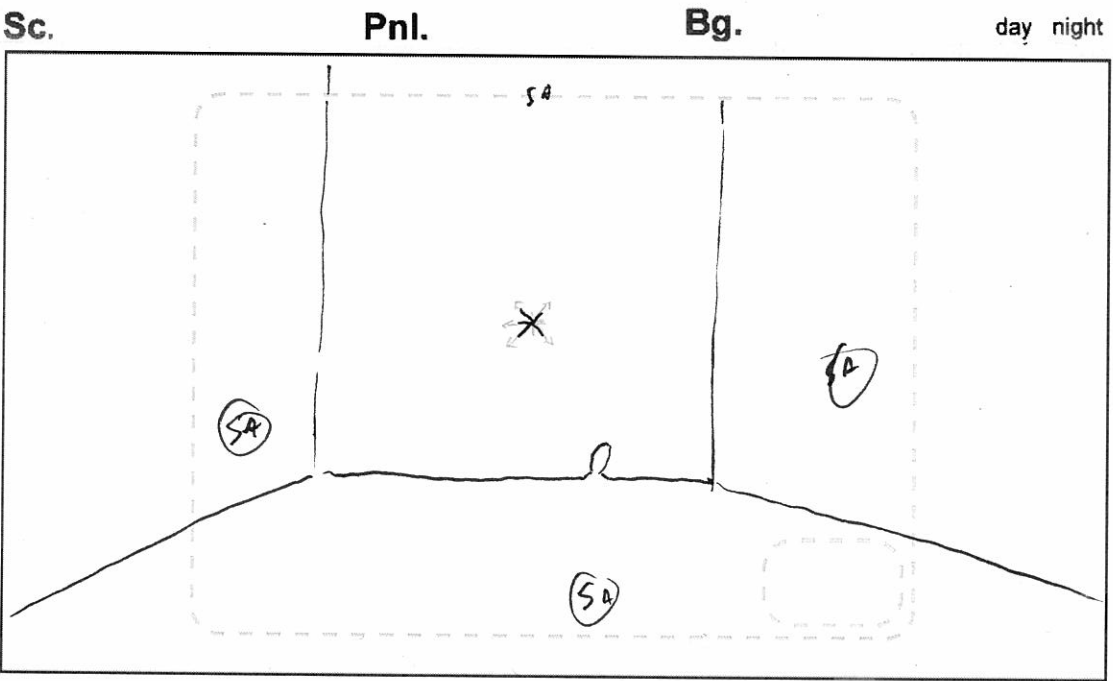
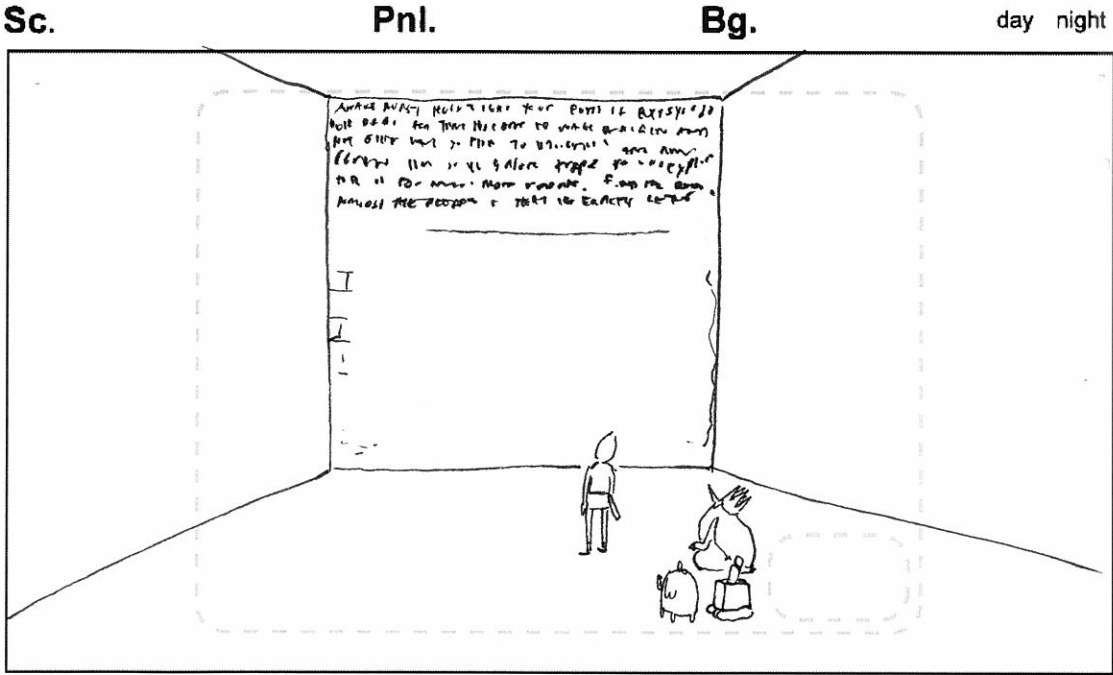
| | | |
|---------|---------------------|------------------------------|
| Dialog: | (Ik) From this tomb | (Ik) And nevermore re-enter, |
| Action: | | |
| Timing: | | |

Production :

EPISODE #

1014-113

ADVENTURE TIME



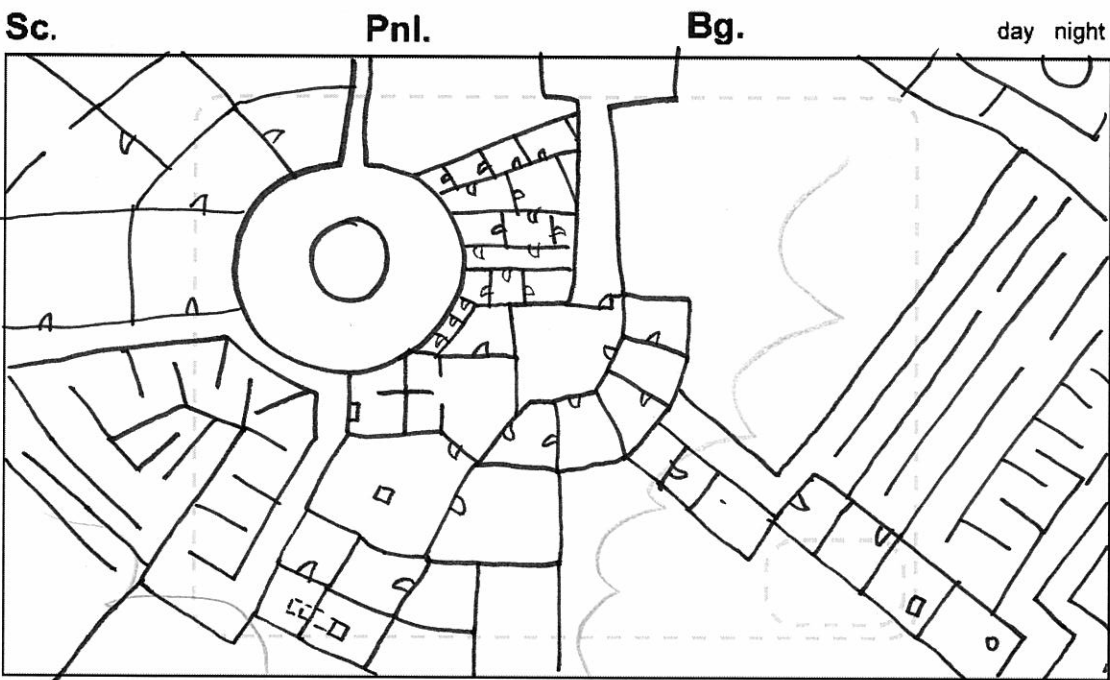
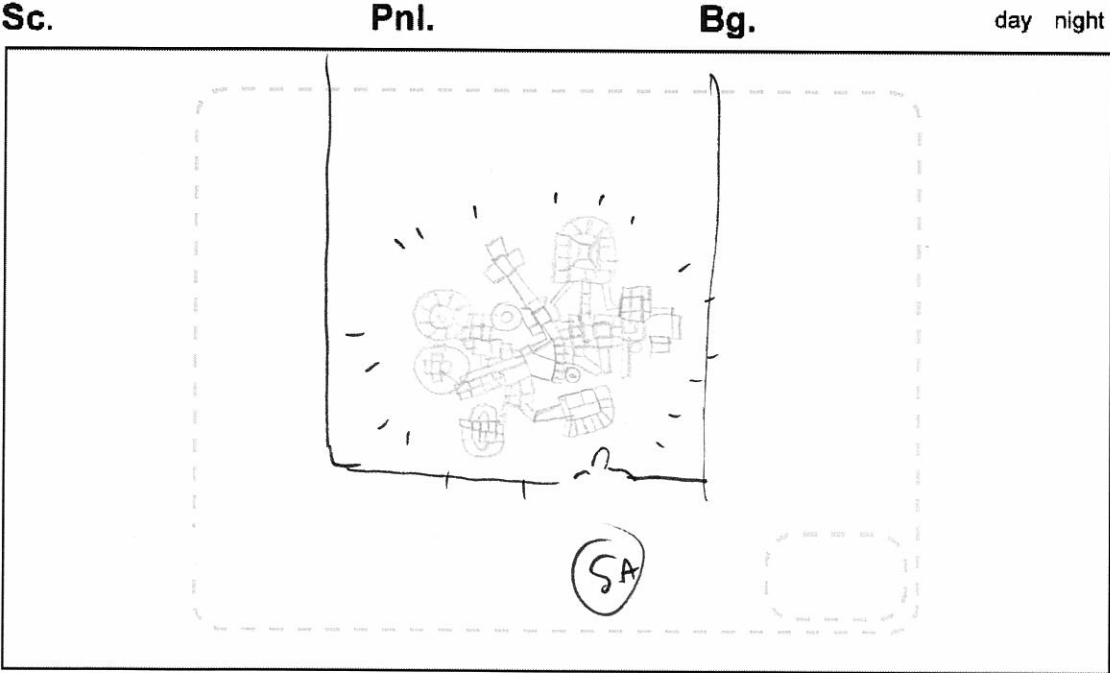
Dialog:

(1K) Find the room Amidst the rooms
that lies exactly Center

Action:

Timing:

ADVENTURE TIME



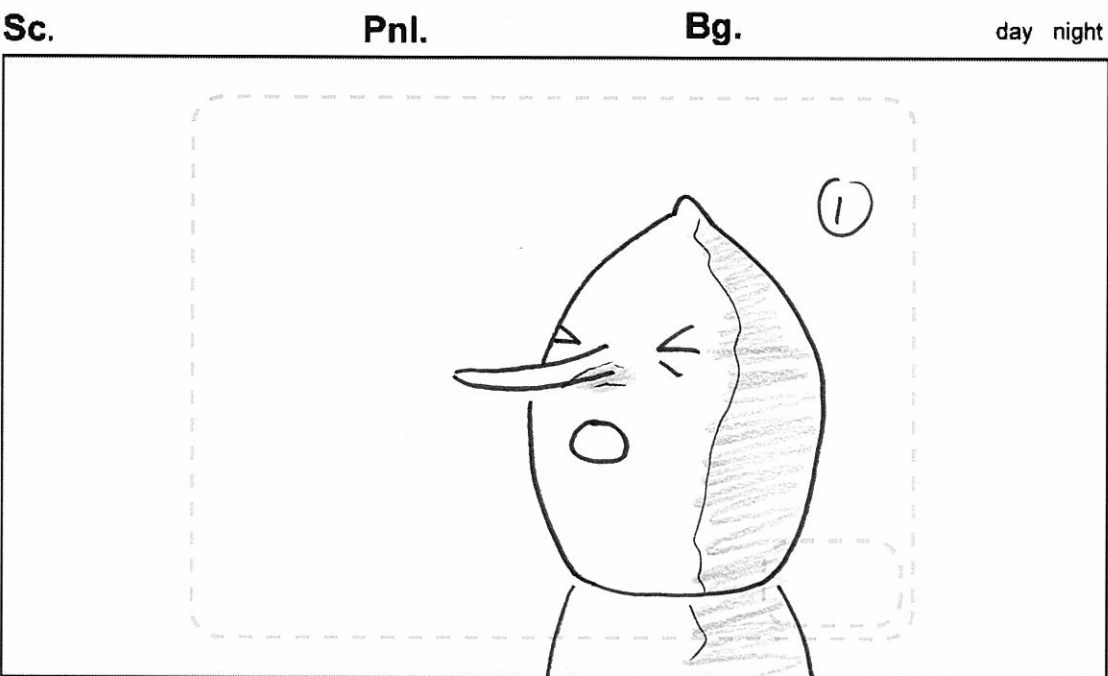
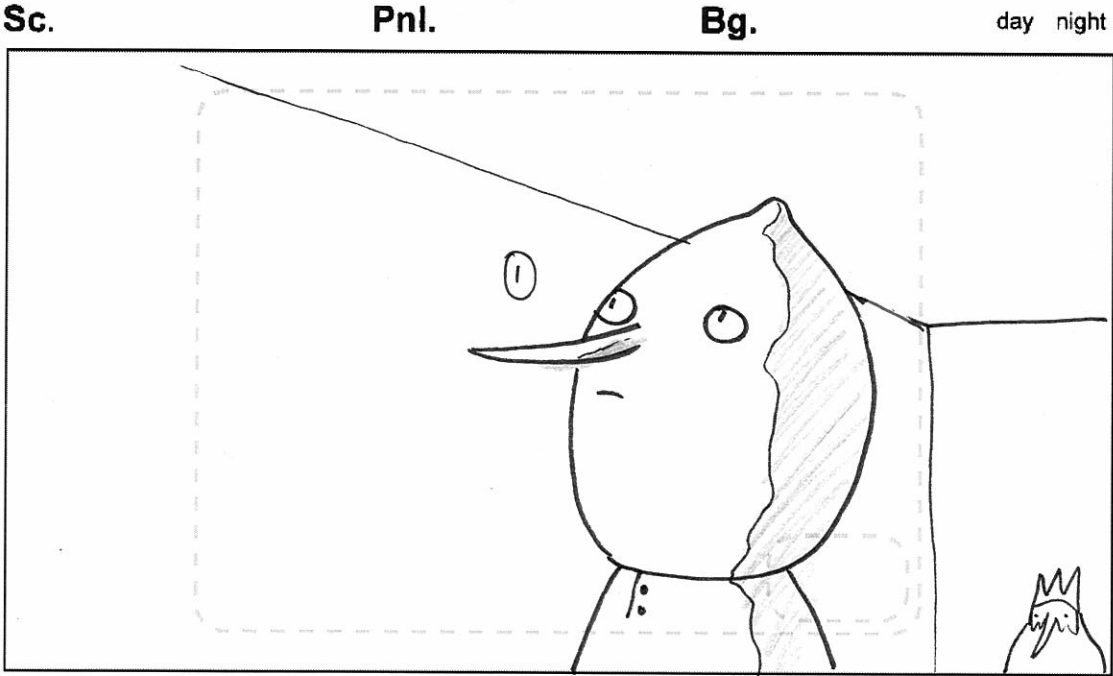
Dialog:

(Shelby) it's a map!
(OS)

Action: Lines of map illuminate as they are 'drawn' (like an etch-a-sketch)
map glows
MAP GLOWS

Timing:

ADVENTURE TIME



Dialog:

(Lg) ① Ino longer need this map.
② I have infallible recall

Action:

① ② ③

cycle Lg's eye positions
as he scans map. Glow from map on Lg.

Timing:

EPISODE # 1014-113

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(sfx RUMBLE)

Action:

Timing:

EPISODE # 1014-113
Production :

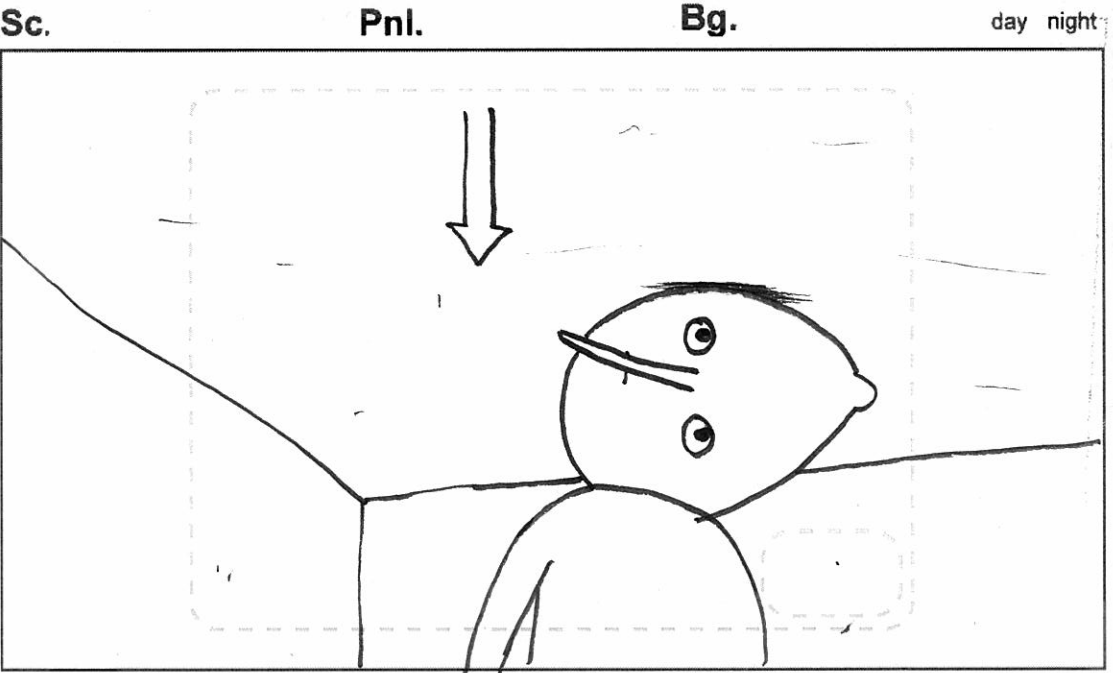
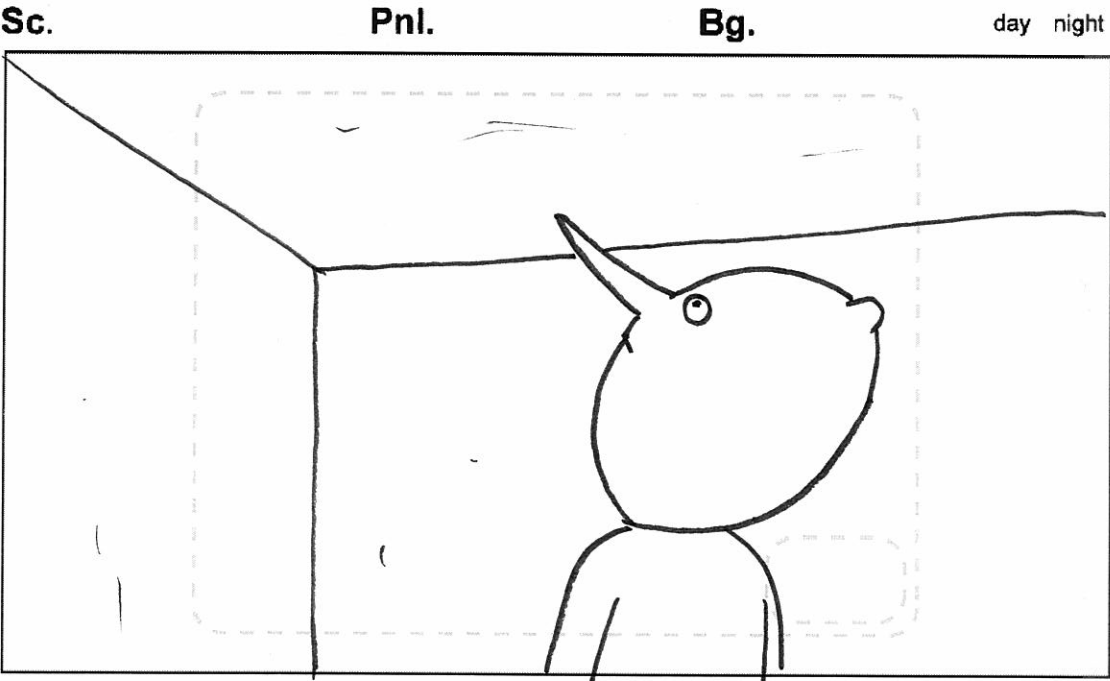
ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| |
|---|
| Dialog: |
| (^{SFX} Screeeech like train brakes) |
| Action: |
| Timing: |

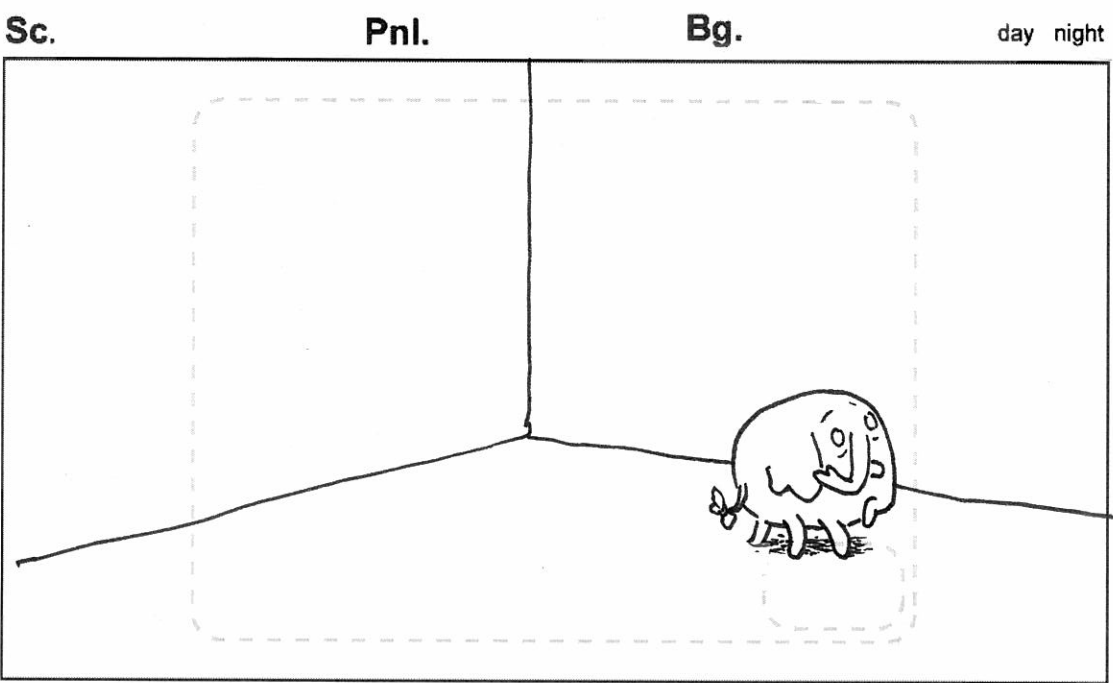
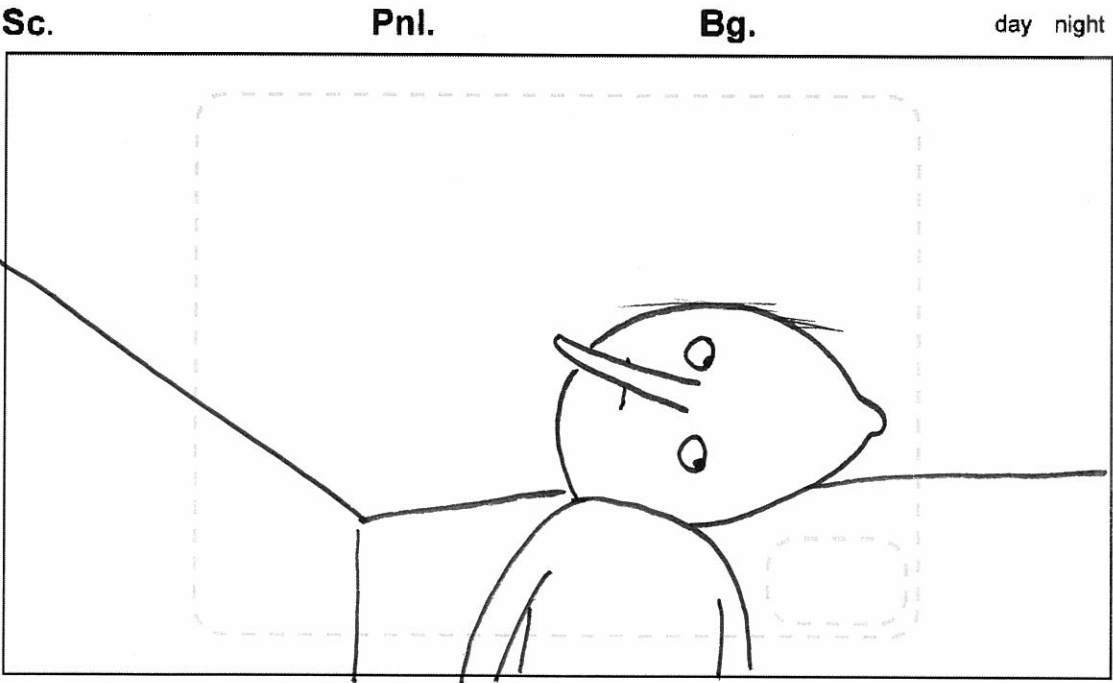
ADVENTURE TIME



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

as ceiling lowers, LG turns his head. Ceiling stops.

ADVENTURE TIME



| | | |
|---------|----------------|-------------------------|
| Dialog: | (TT) (OS) AAA! | (TT) stay away from me! |
| Action: | | |
| Timing: | | |

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: TT oh! oh!

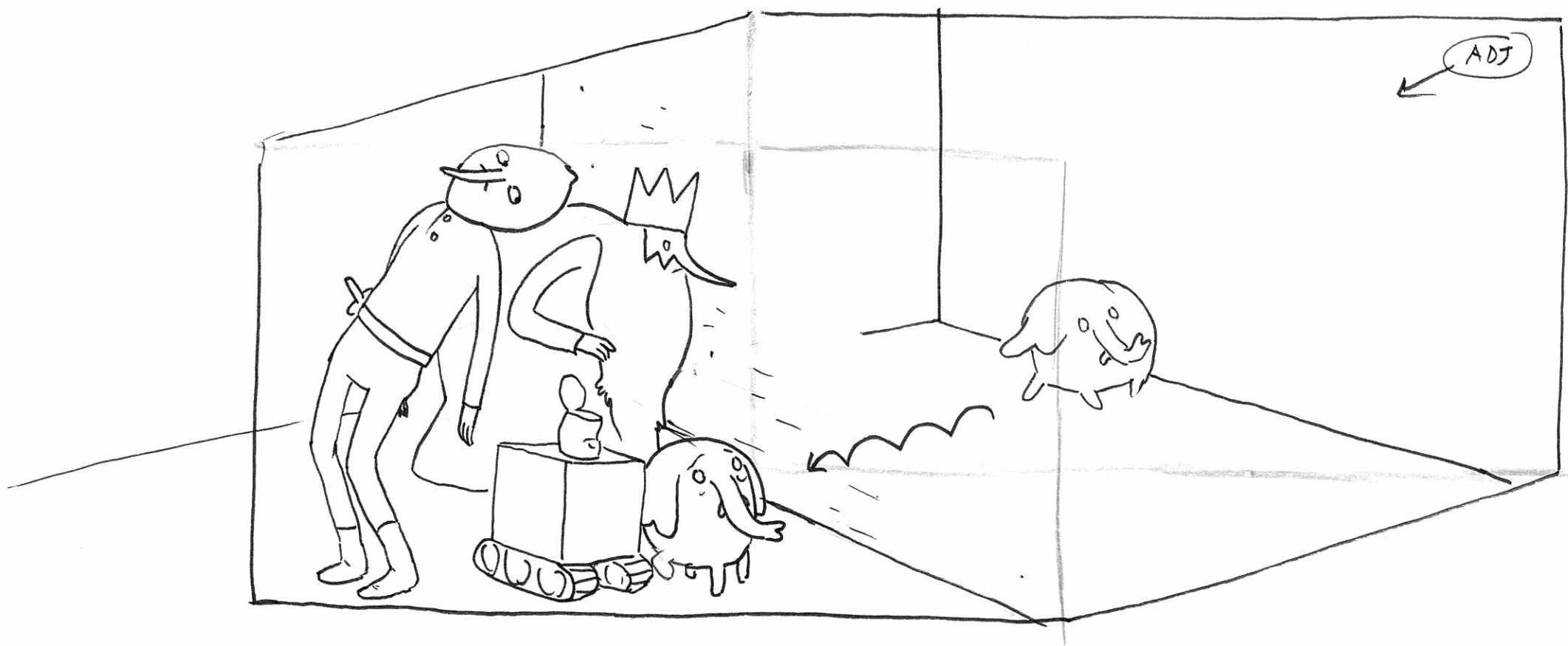
Action: wall advances on TT Adj as she runs

Timing:

1014-113

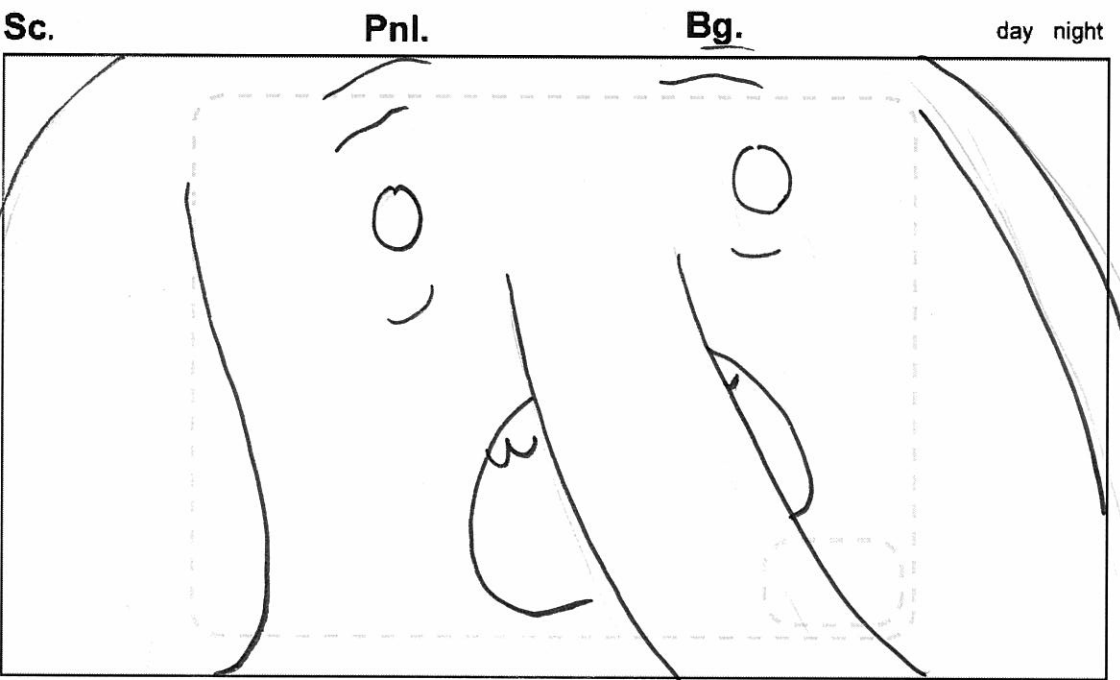
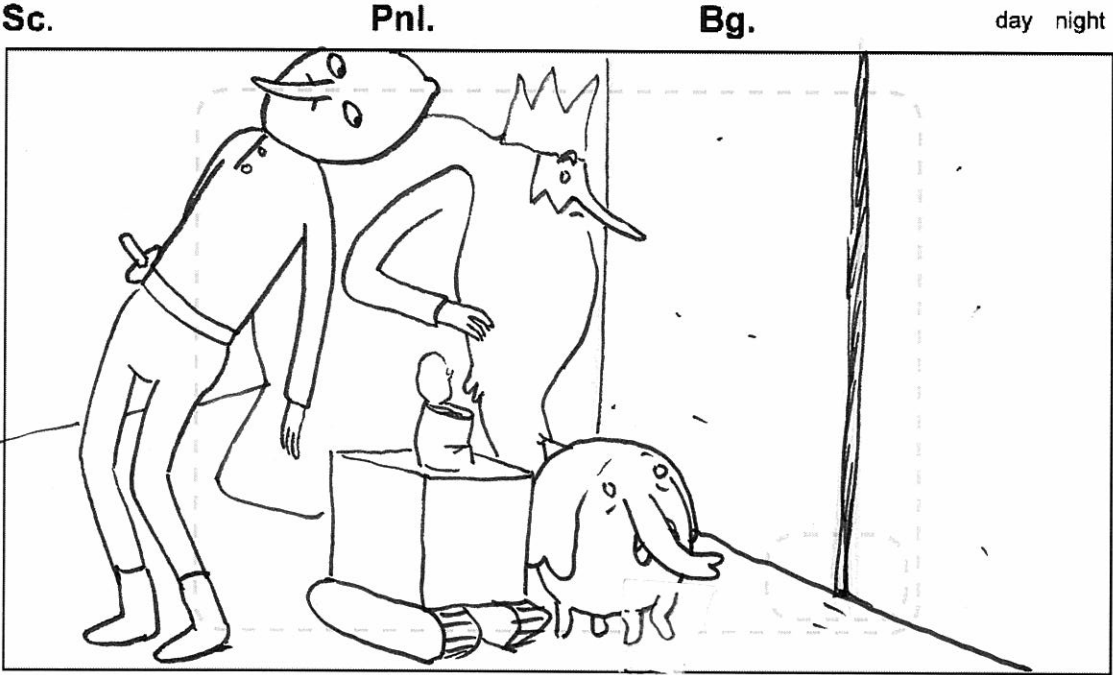
EPISODE #

Production :



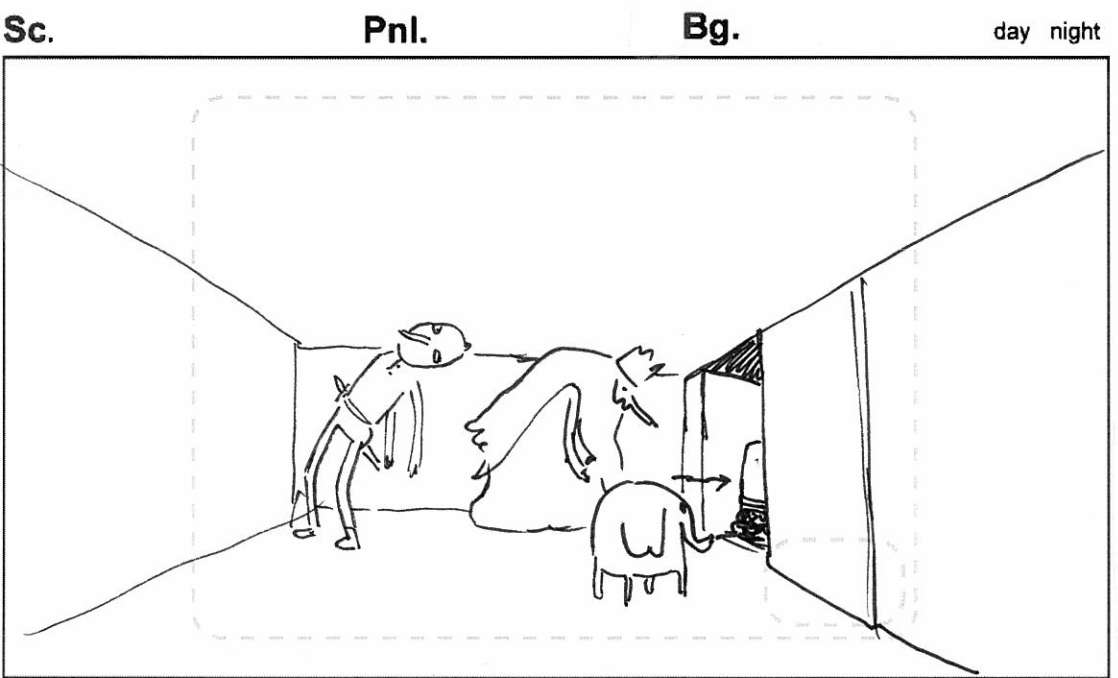
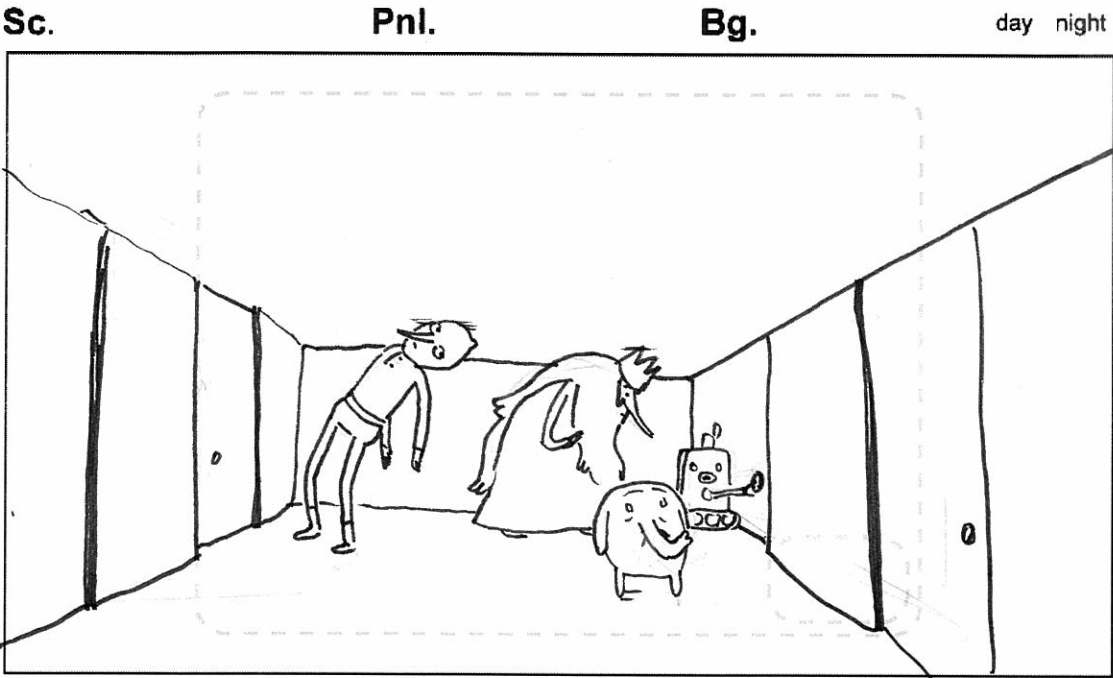
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| | |
|---------|------------------------------------|
| Dialog: | (TT) The room is trying to hug us! |
| Action: | |
| Timing: | |

ADVENTURE TIME



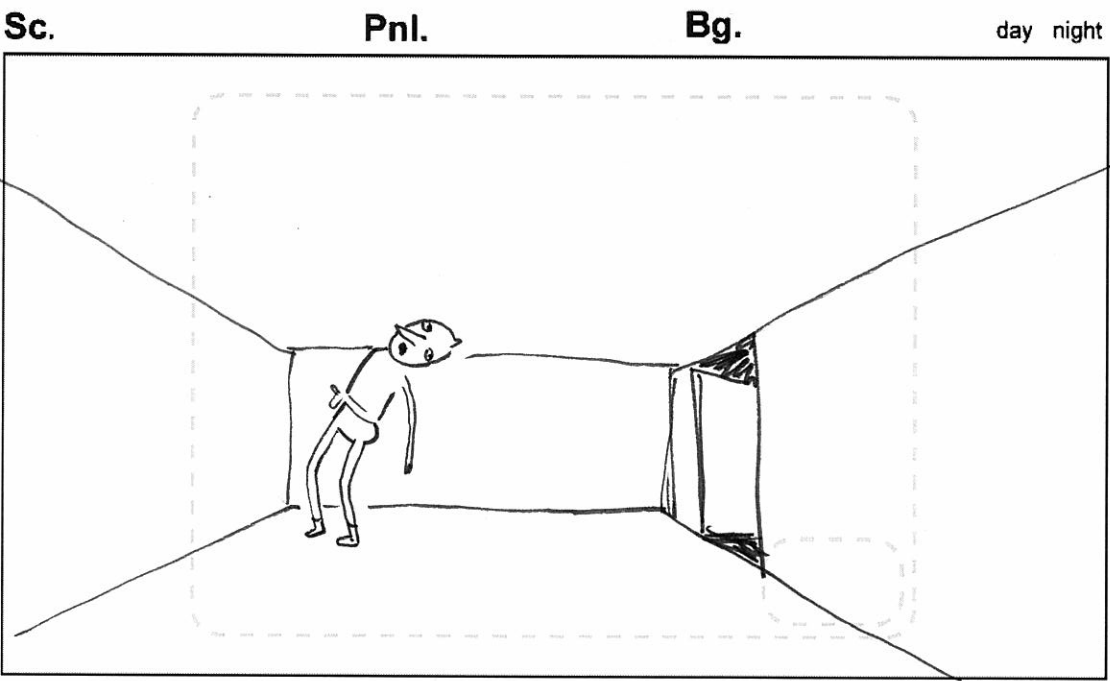
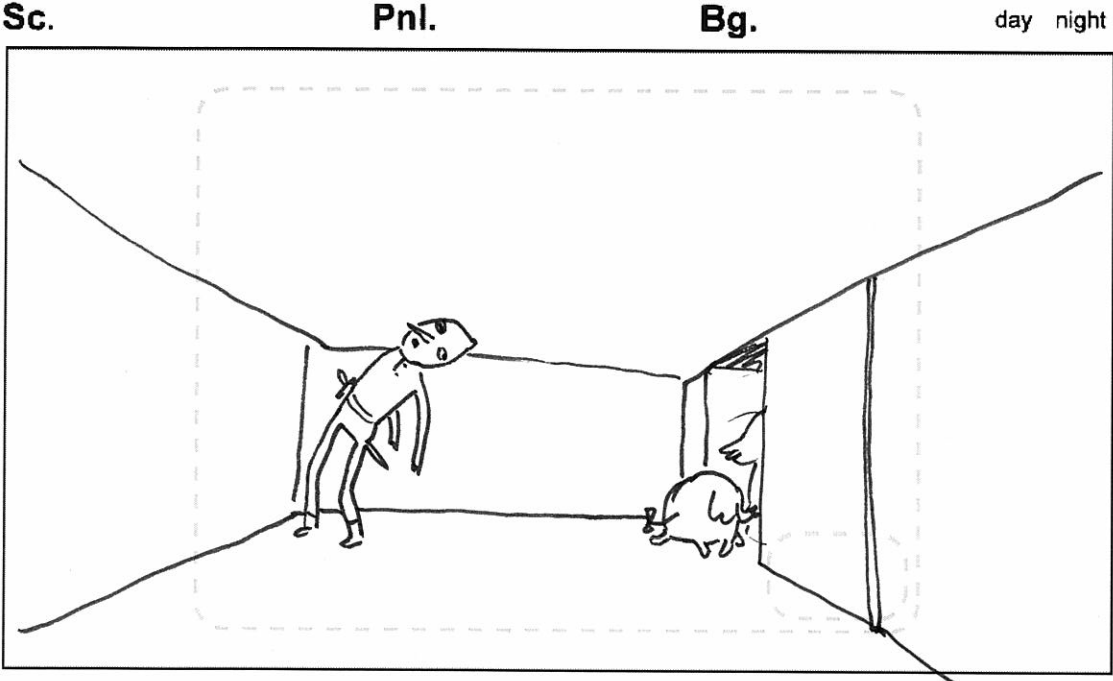
Dialog: NEPTR This way!

Action:

Timing:

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

(L6) No..

Action:

Timing:

EPISODE #

Production :

1014-113

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|---|----------------------|
| Dialog: | (TT, IK, Shelby, Nept) (OS) scream wald | (continue screaming) |
| Action: | | |
| Timing: | | |

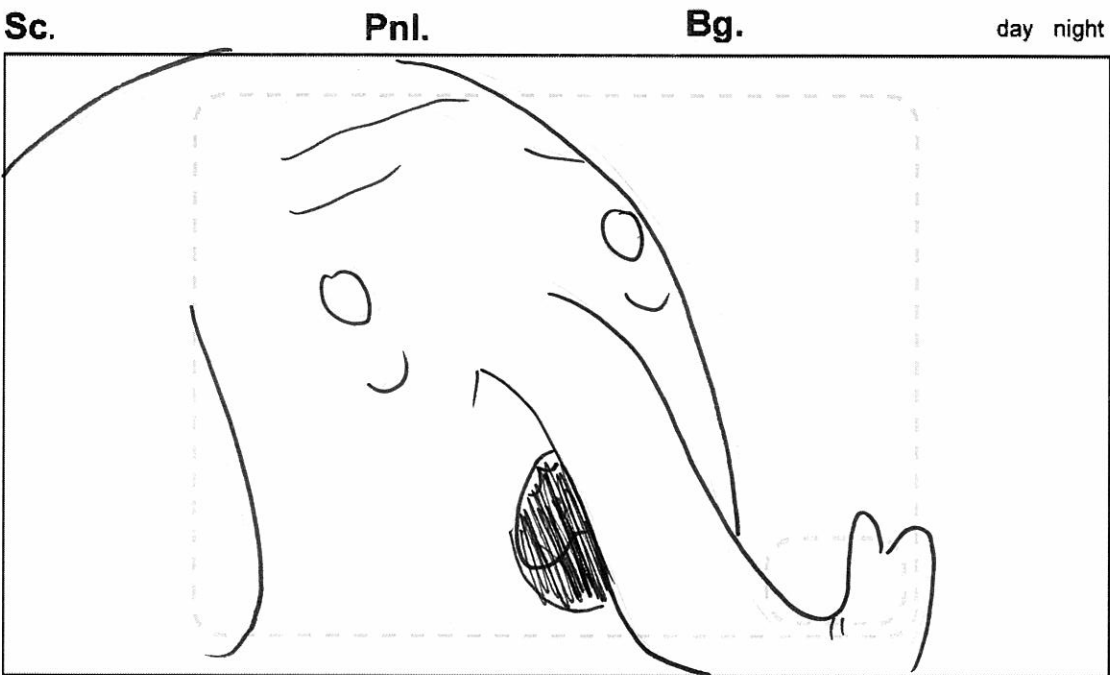
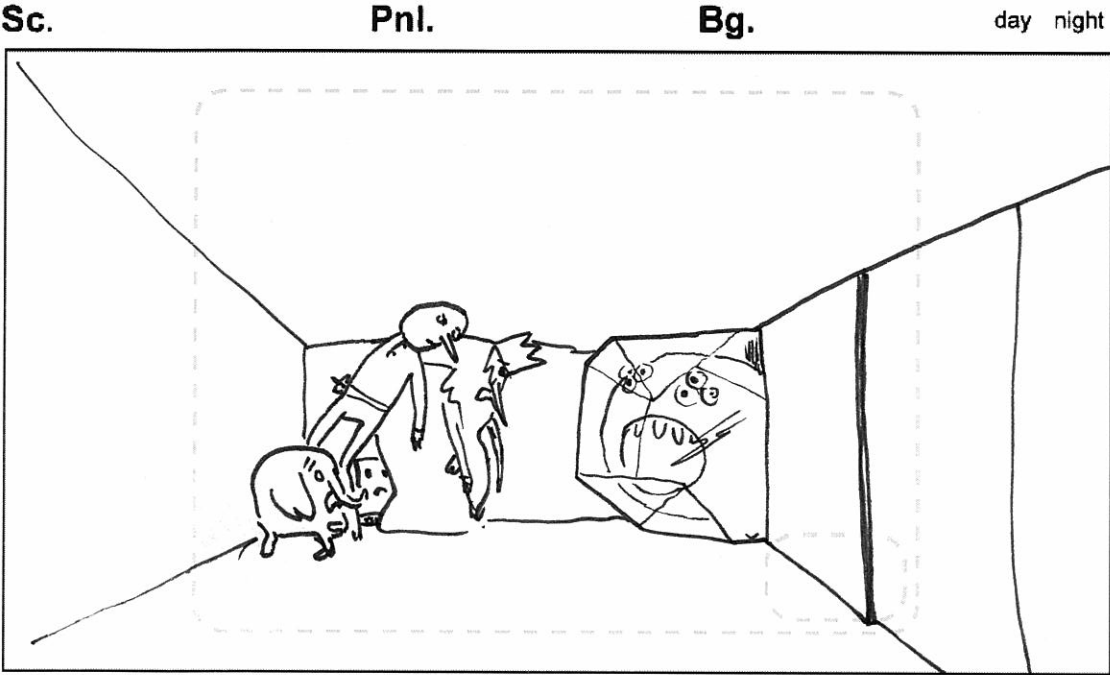
ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|------------------------------------|-----------------------|
| Dialog: | Ik, TT, Shelby, N Screaming | Sfx = zap!! = |
| Action: | monster head through the open door | Ik ice blasts monster |
| Timing: | | |

ADVENTURE TIME



Dialog:

(TT) Oh my soul!

Action:

MONSTER head frozen in ice block

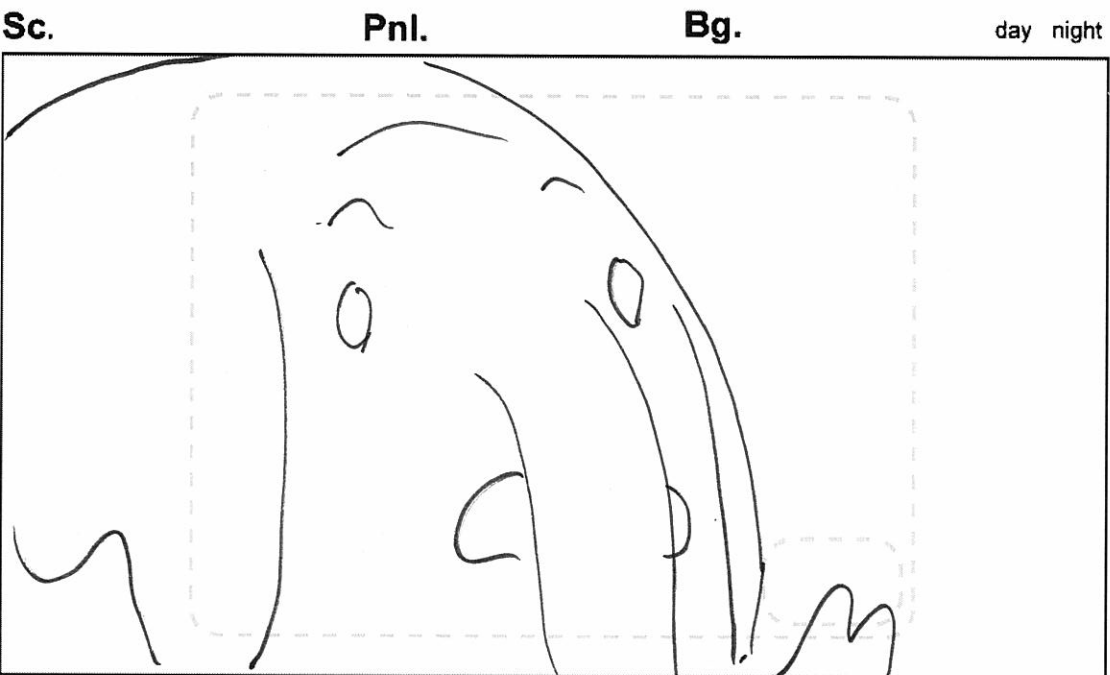
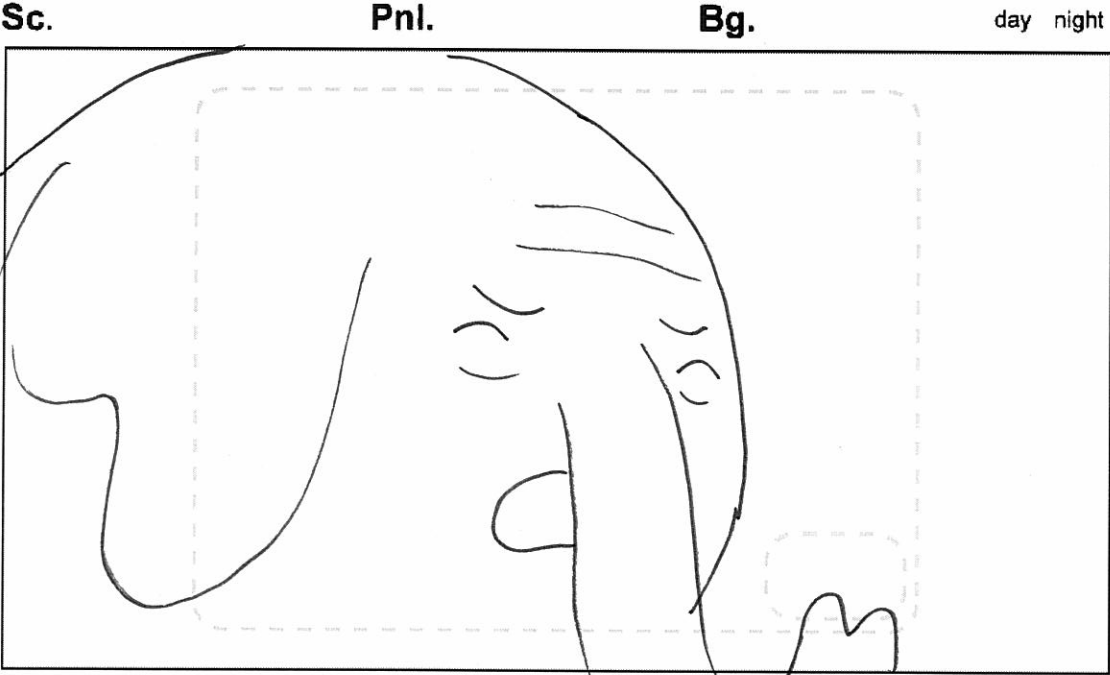
Timing:

EPISODE #

1014-113

Production :

ADVENTURE TIME



Dialog:

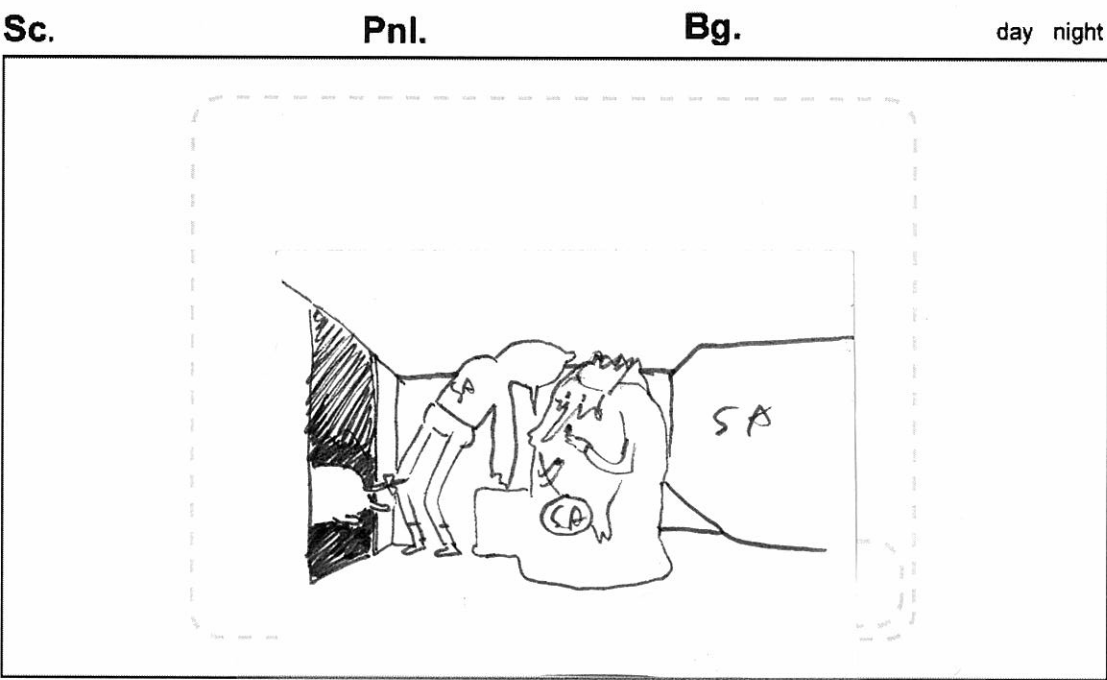
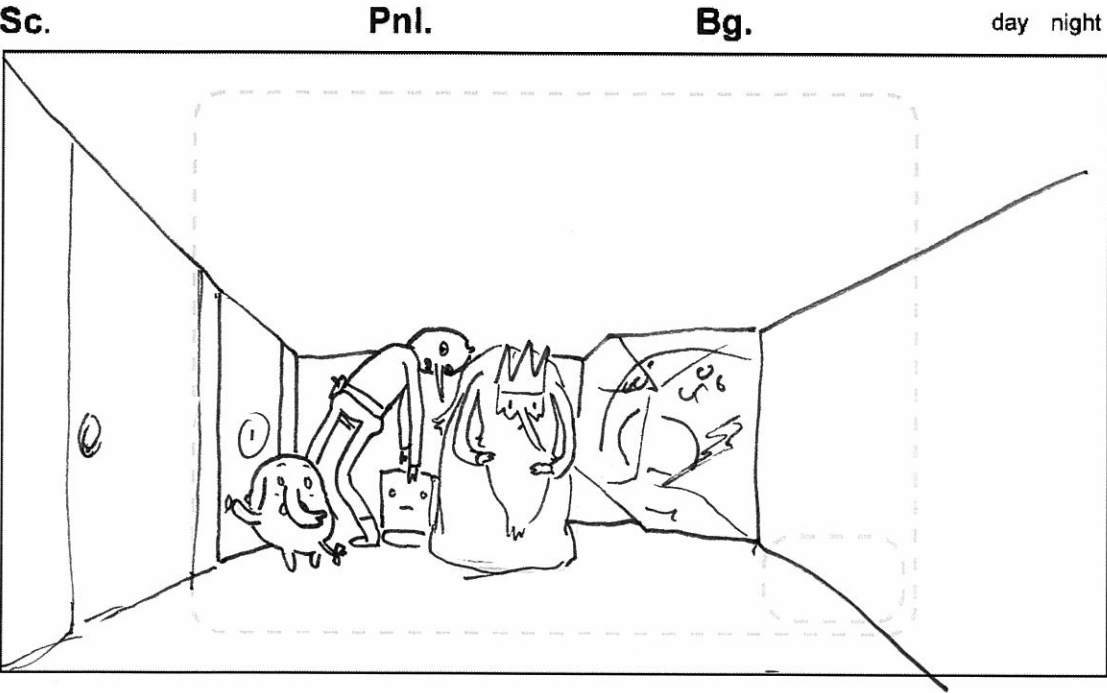
(T1) Stay strong trunksy... Think of your
Loving pork bun waitin for you at home ...

(T7) Alright I'm gettin us
out of here!

Action:

Timing:

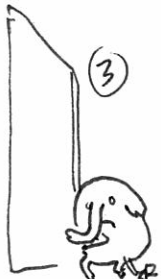
ADVENTURE TIME



Dialog: (CG) Grunt

(TT) Oh nooooo → (trails off like she's falling)

Action: TT pushes sliding door open

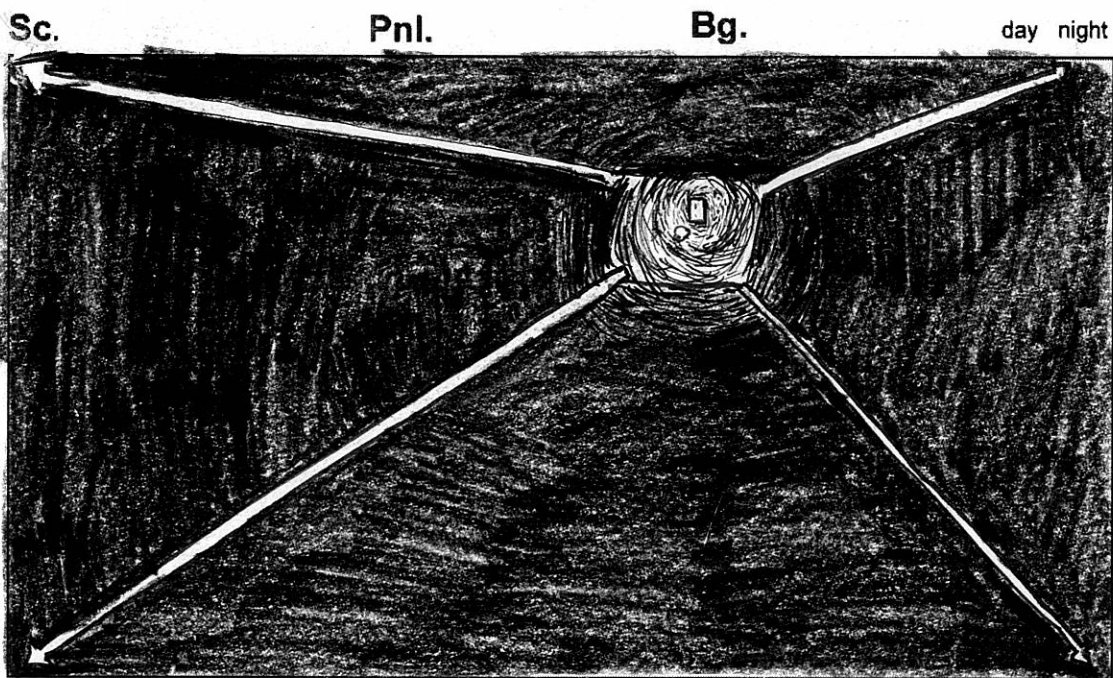
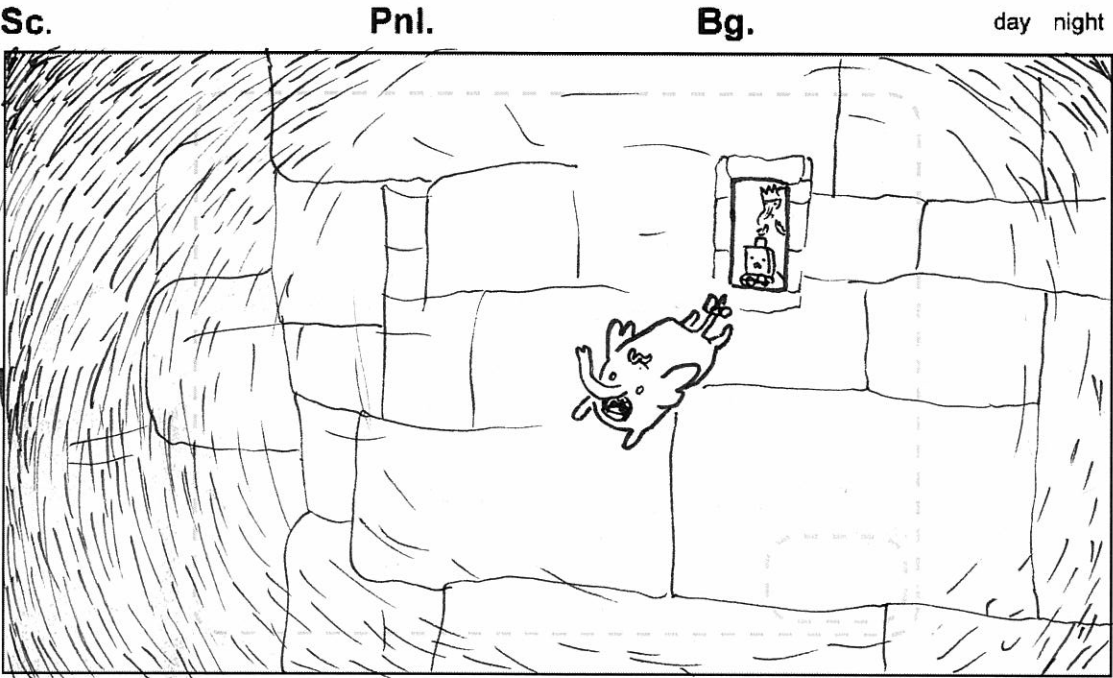


TT jumps out the door

Timing:

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: (Fi cont.) - 0000 0 ~~~~~ TT (cont) 0 0 0 0 0

Action: extreme zoom out into utter darkness like in "The Keep"

Timing:

1014-113
EPISODE #
Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

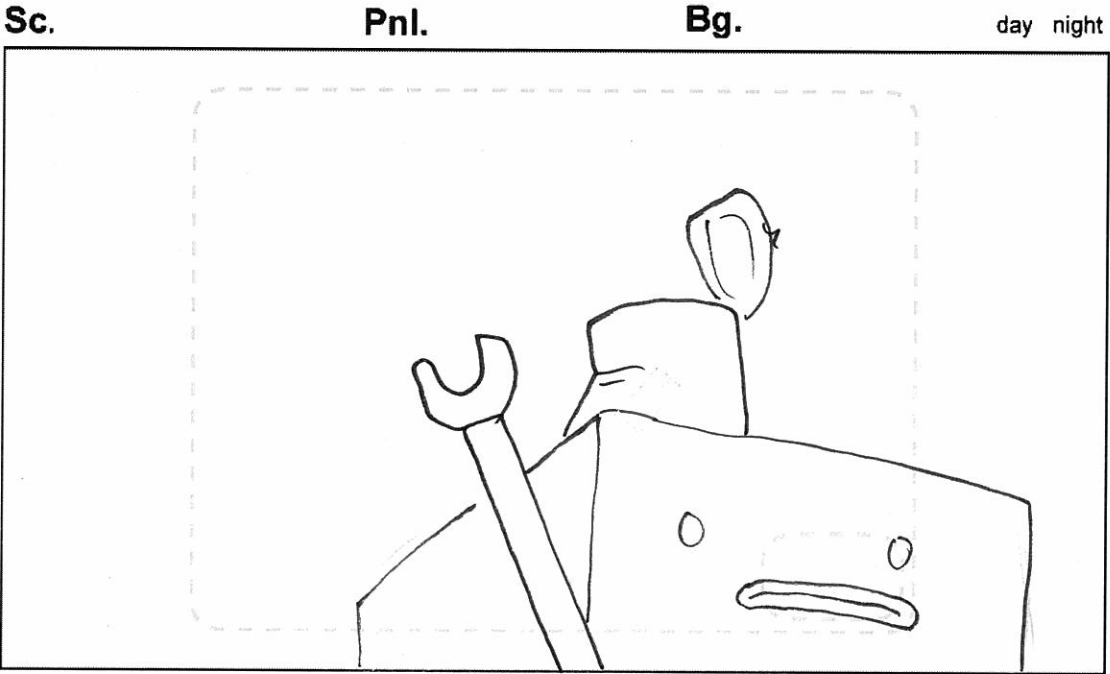
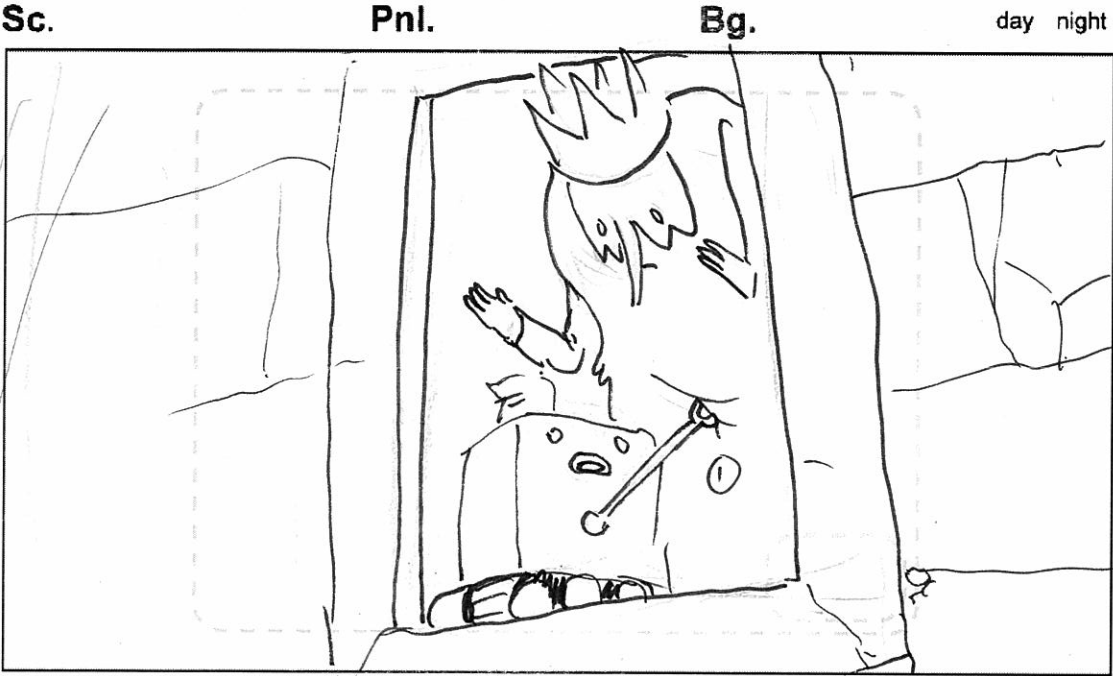
Dialog: (1K) OH DAG!

Action:

Timing:

(1K) I'm coming girl!

ADVENTURE TIME

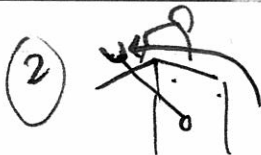


Dialog:

(1)

check my mods!

Action:



Neptu flips n m position

Timing:

EPISODE #

1014-113

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE # 1014-113
Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(Shelby) & (T1) YAAAA AAA!

Action:

Timing:

ADVENTURE TIME



Page 43 OUT

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: (T1) huh?

Action:

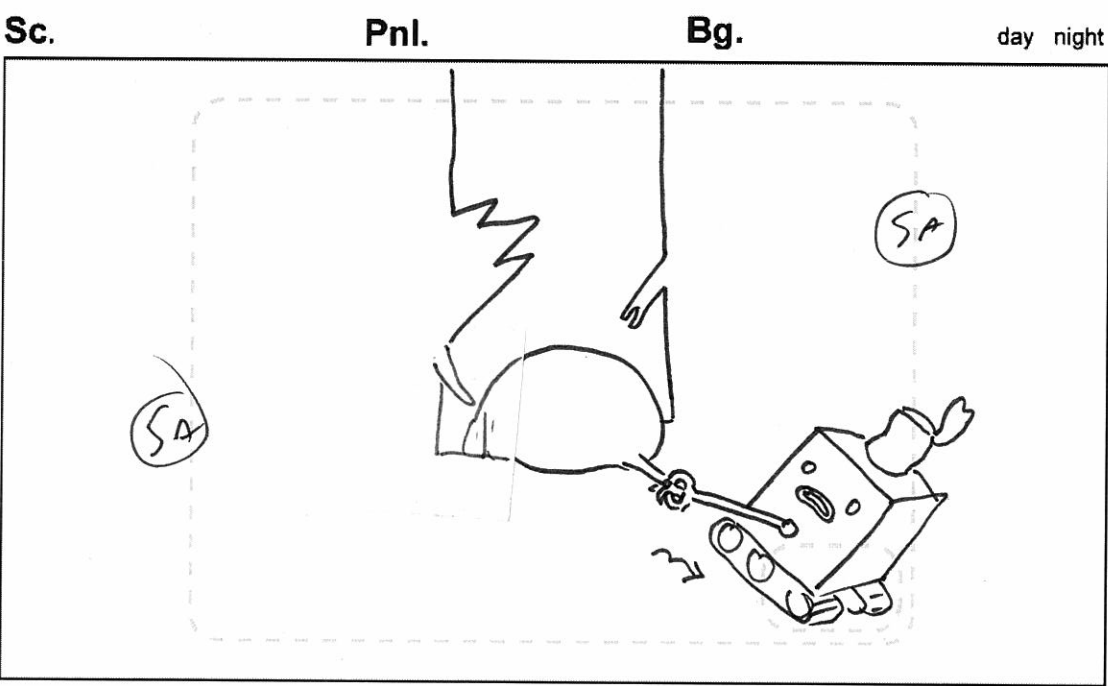
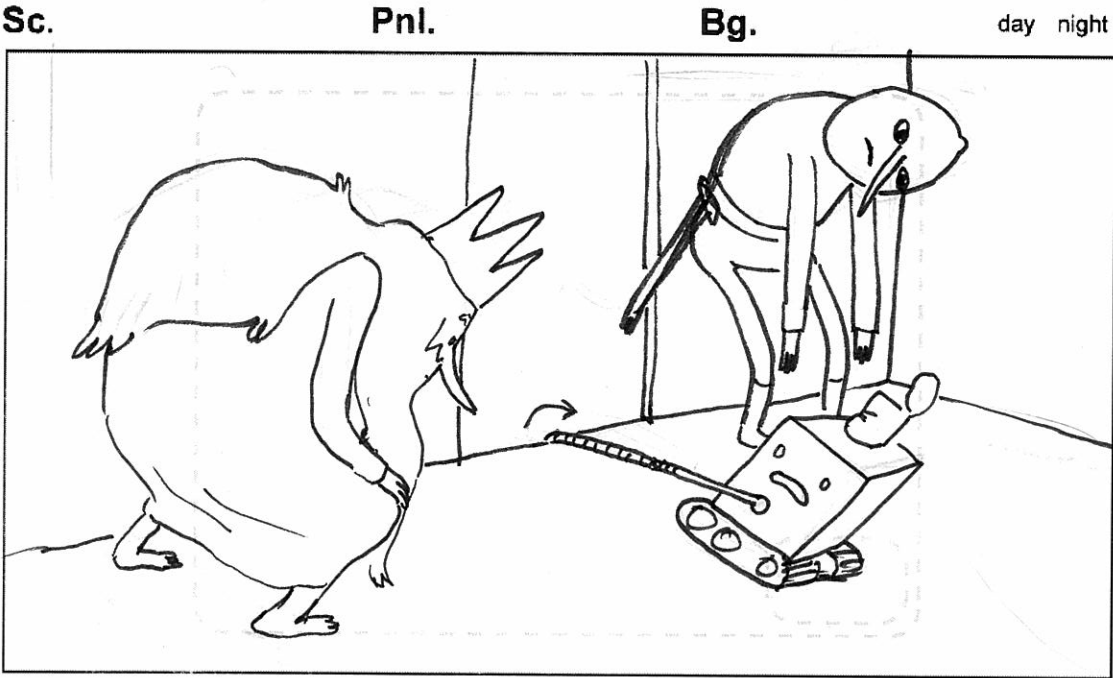
Timing:

EPISODE # 1014-113

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: (SFX) Crank-ka-krank-ka crank ~~~~~→

Action:

Timing:

EPISODE # 1014-113
Production :

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|---|--|
| Dialog: | <div>(TT)</div> <p>I thank you for savin my life,</p> | |
| Action: | | |
| Timing: | | |

ADVENTURE TIME

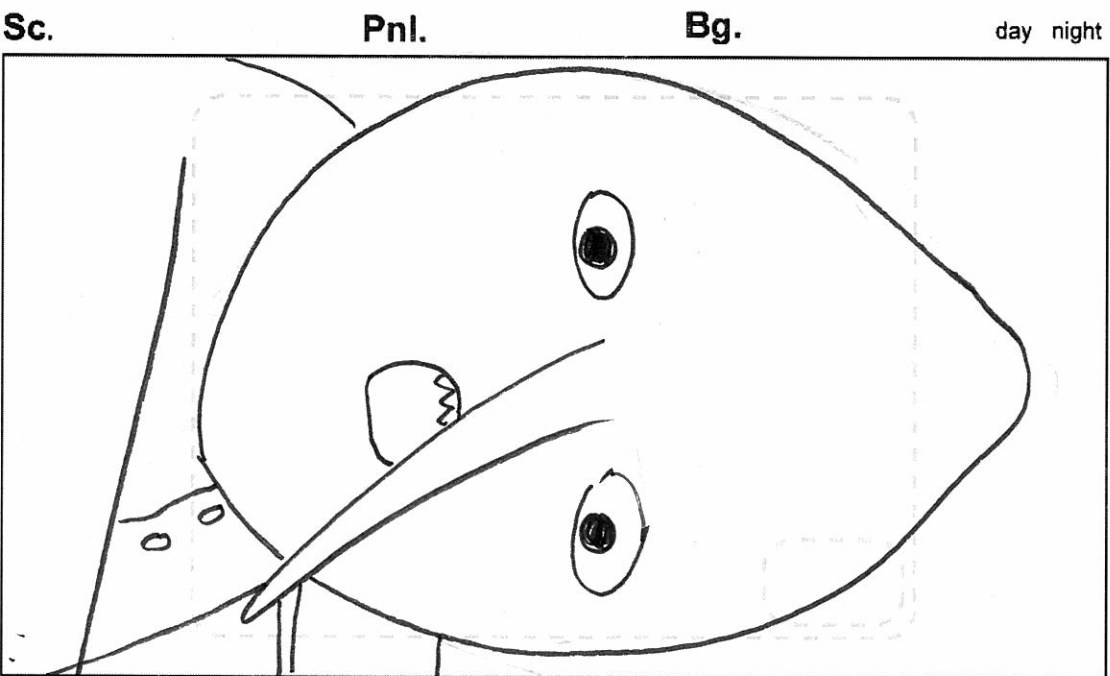
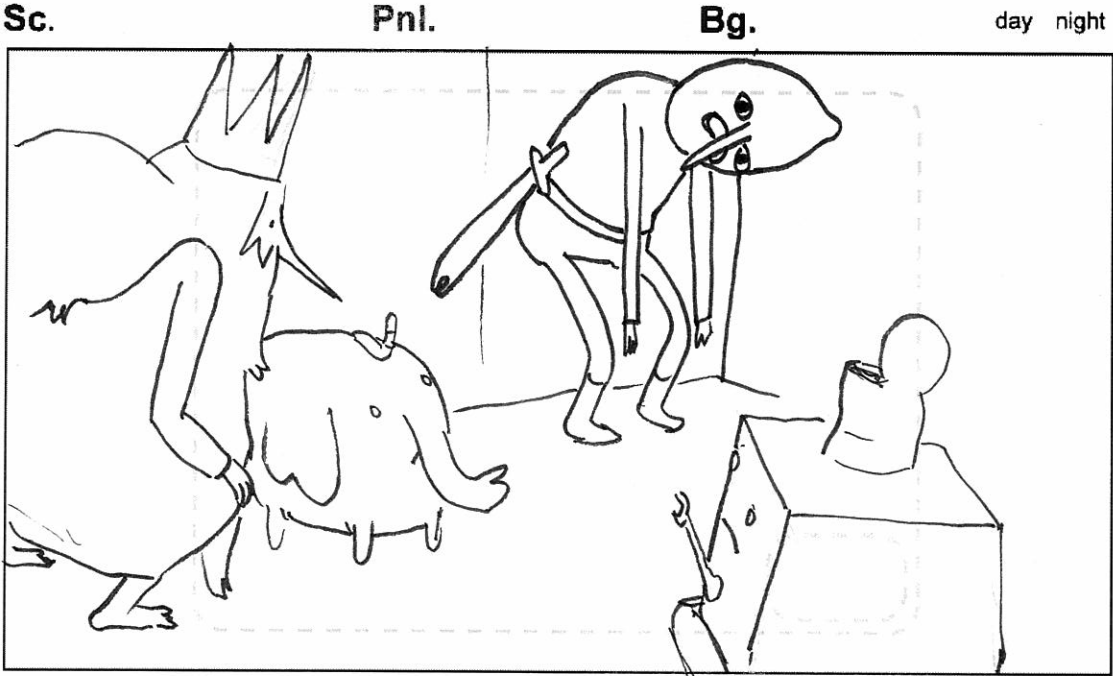


| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|---|---|
| Dialog: | (TT) and I forgive you for touching my tail (ALT: /Pinching) | (TT) which I consider to be part of my butt. |
| Action: | | |
| Timing: | | |

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: (LG) ENOUGH OF THIS! (LG) All OF YOU LISTEN TO MY ~~PERFECT~~ WORDS—
MOUTH

Action:

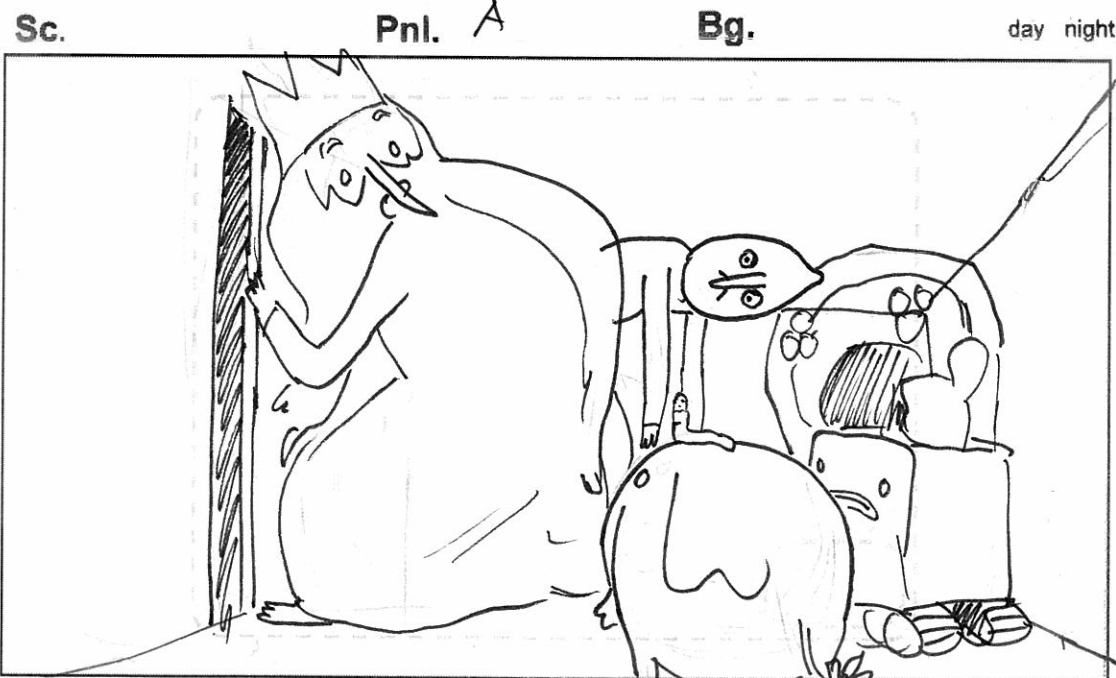
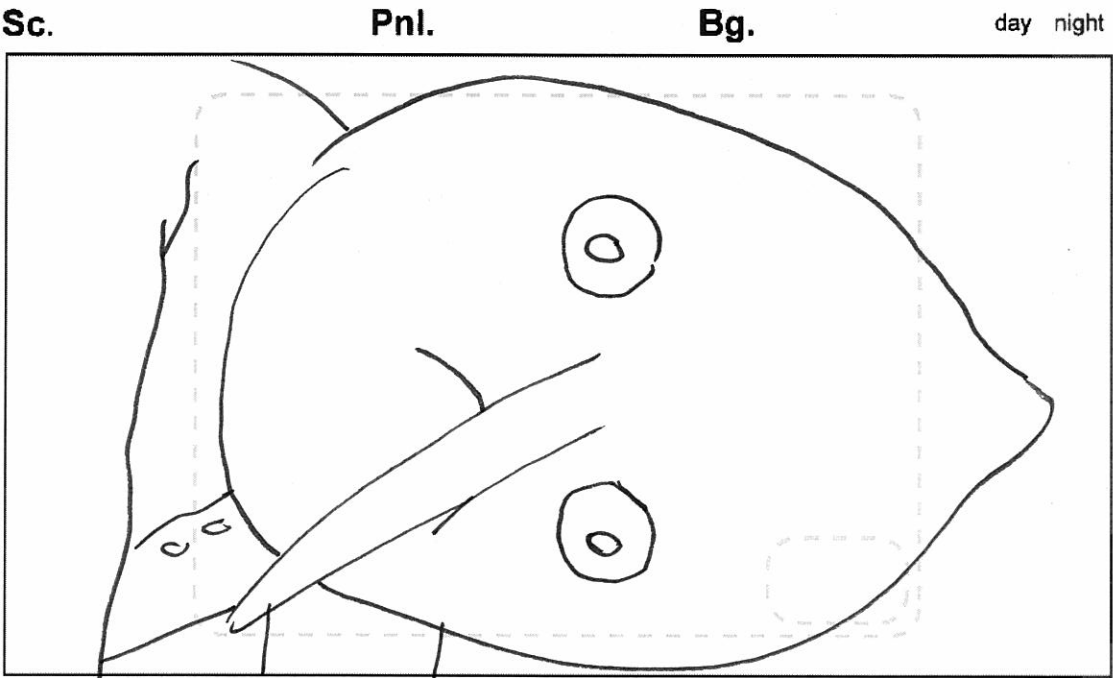
Timing:

EPISODE #

Production :

1014-113

ADVENTURE TIME



Dialog:

IK (os) HEY!

IK

Let's go this way!

Action:

Timing:

EPISODE #

1014-113

Production :

ADVENTURE TIME



Sc. Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:

Action:

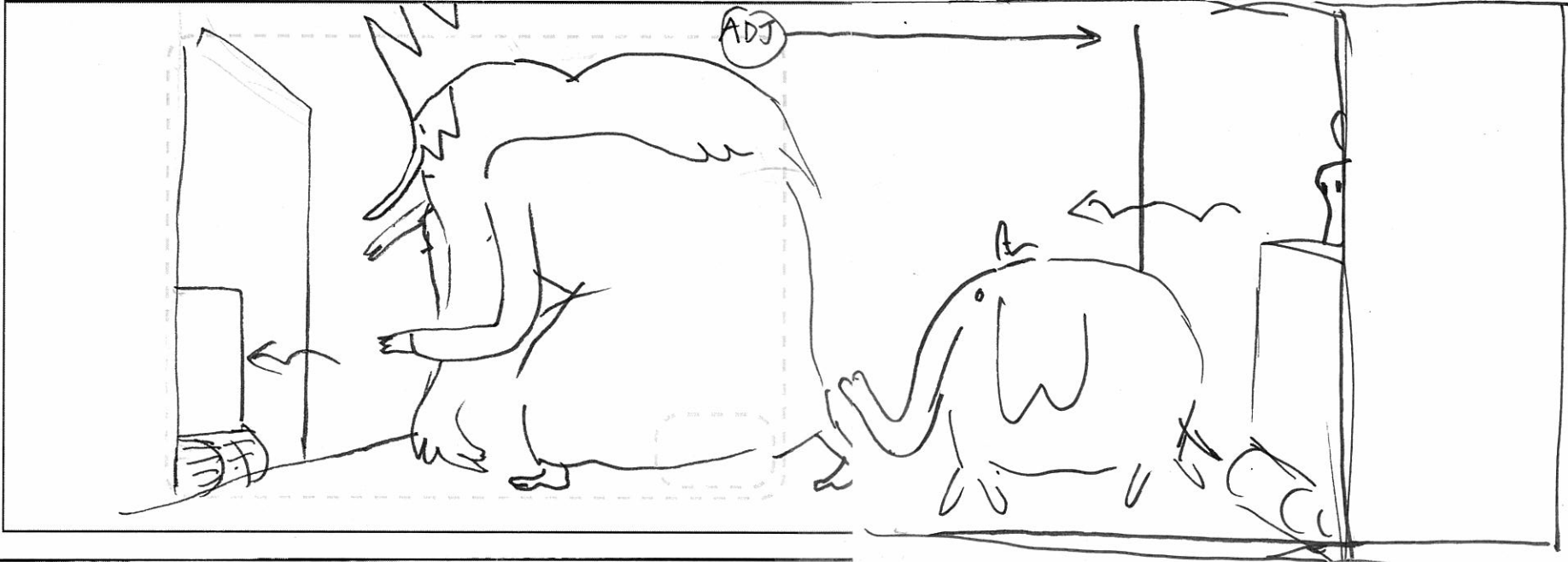
Timing:

© 2011. This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

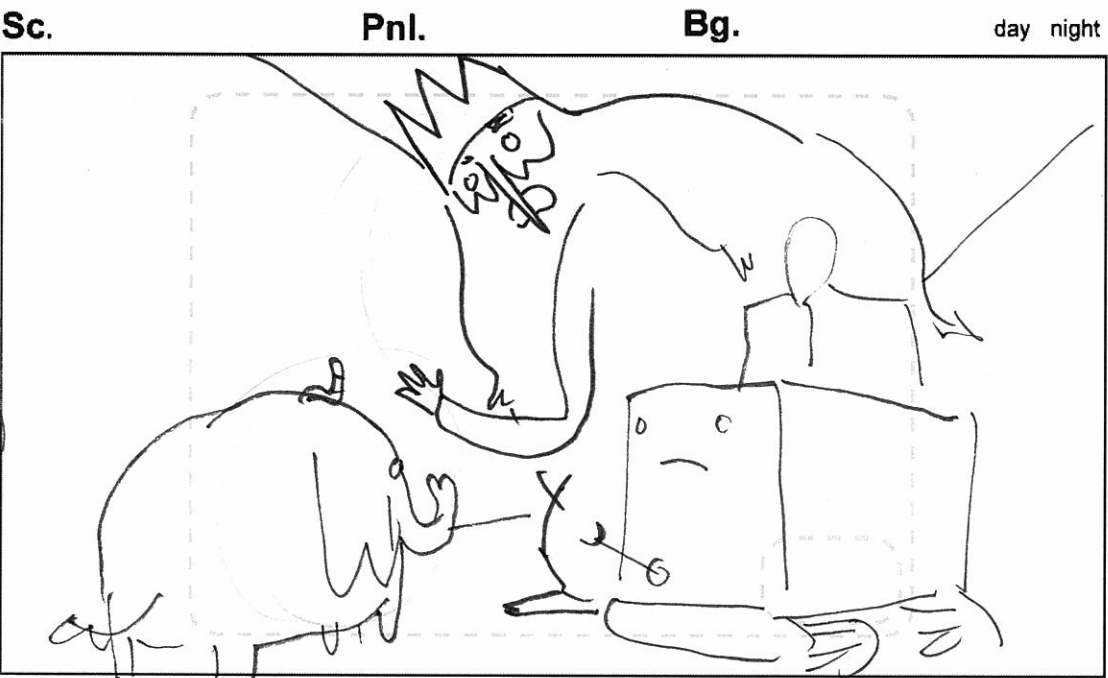
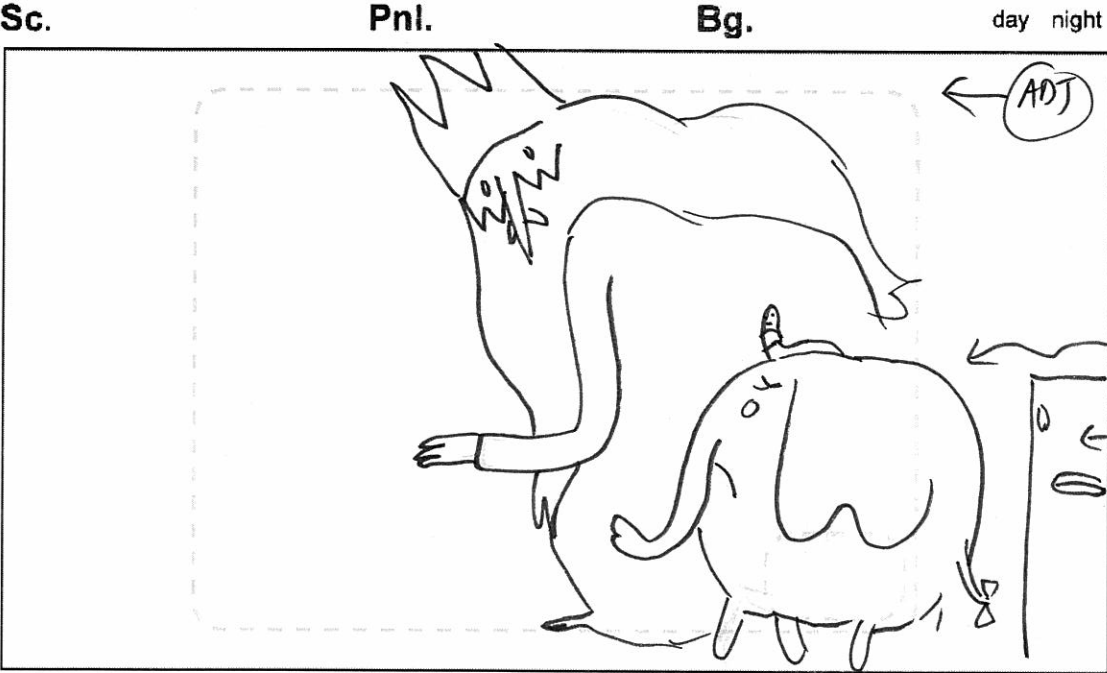


Sc. Pnl. Bg. day night Sc. Pnl. Bg.



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

ADVENTURE TIME

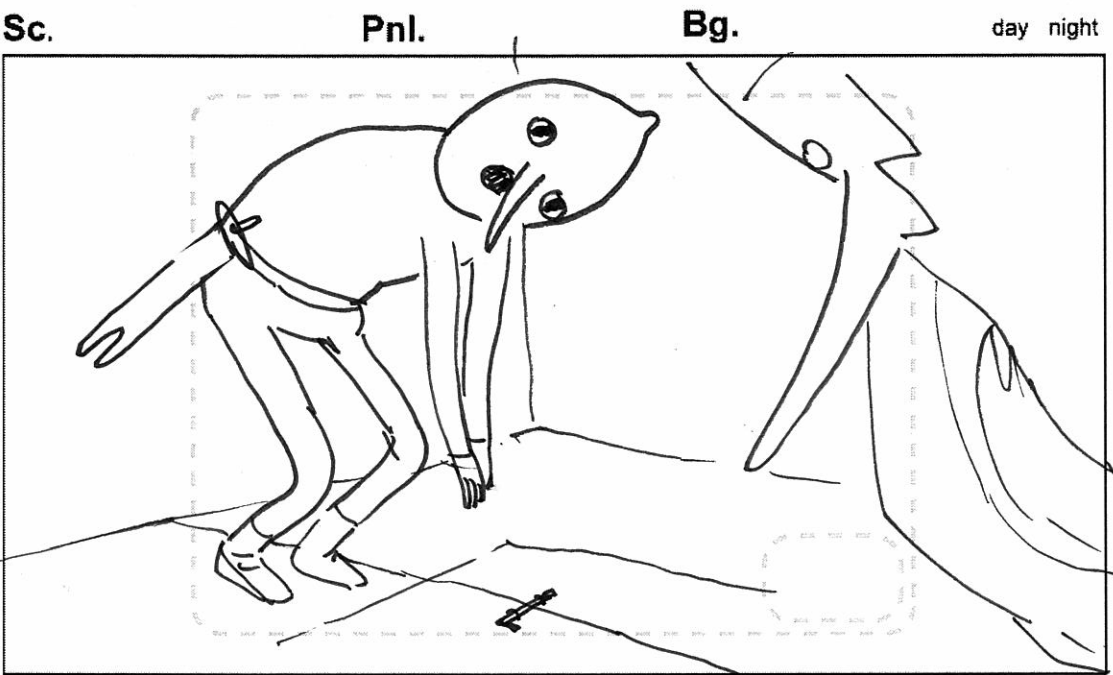
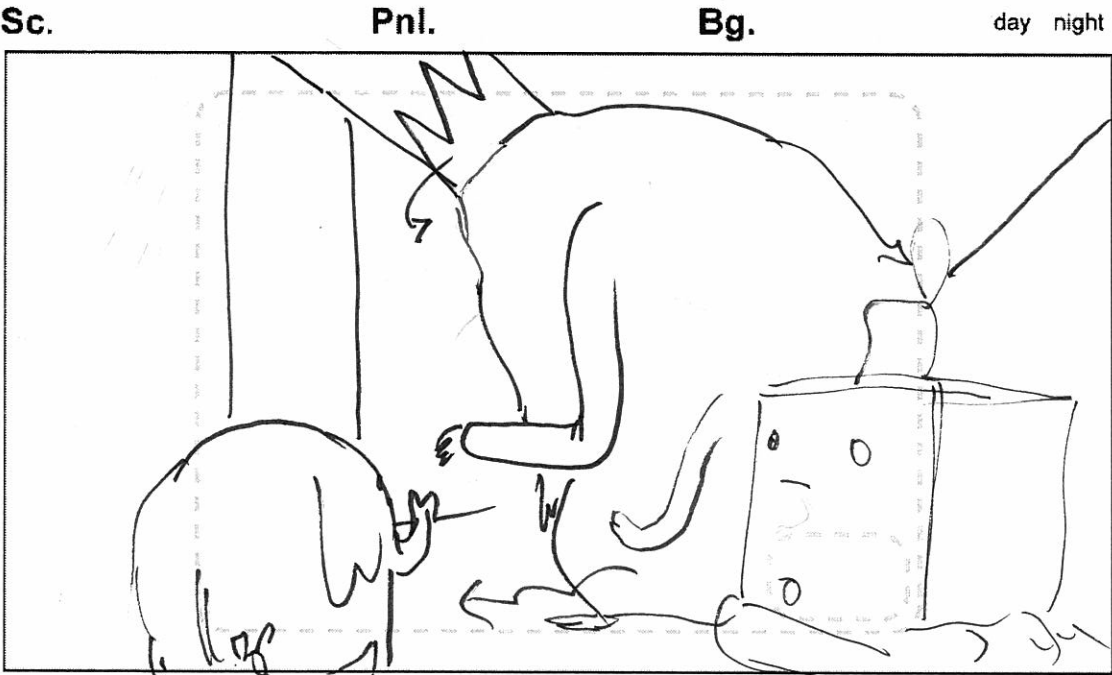


Dialog: (11K) What the hay? this doesnt work! (K) But there are no more doors left..

Action:

Timing:

ADVENTURE TIME



| | | |
|---------|---------------------|-----------------------------|
| Dialog: | (LG) NOT ACCURATE ! | (LG) There is one door left |
| Action: | | |
| Timing: | | |

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 53

| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|--|---------------------------|
| Dialog: | <p>(L6) my DOOR (2) :click: sfx = ka-Click -</p> | |
| Action: | | <p>1k slides bolt out</p> |
| Timing: | | |

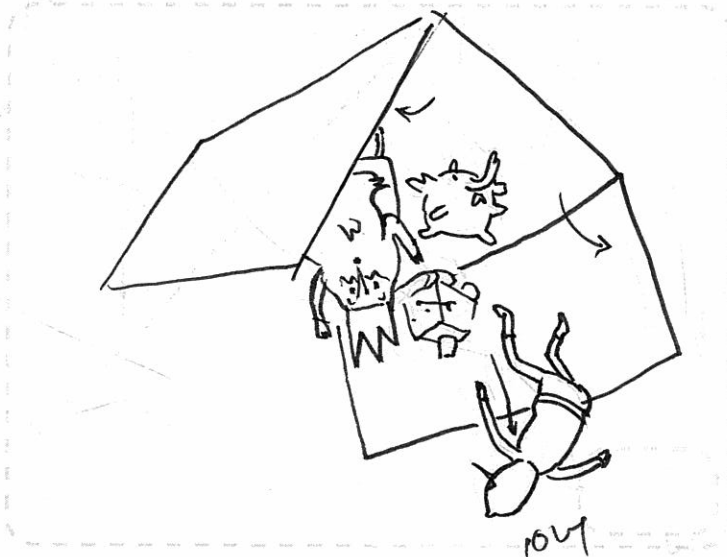
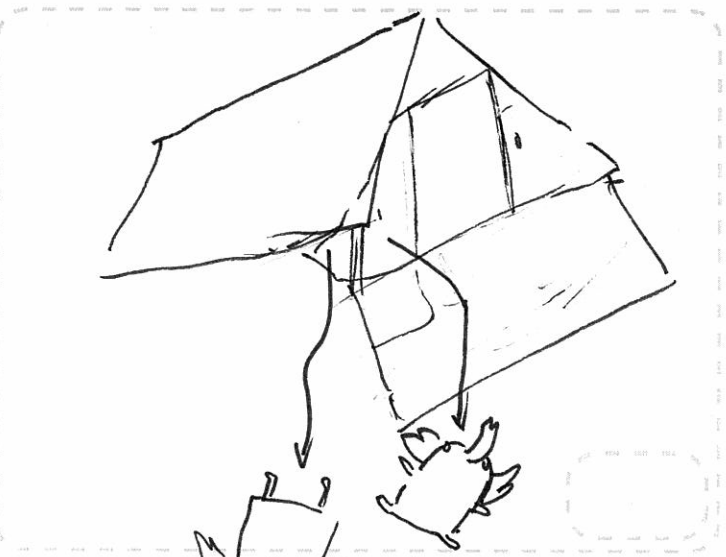
1014-113

EPISODE #

Production :

ADVENTURE TIME

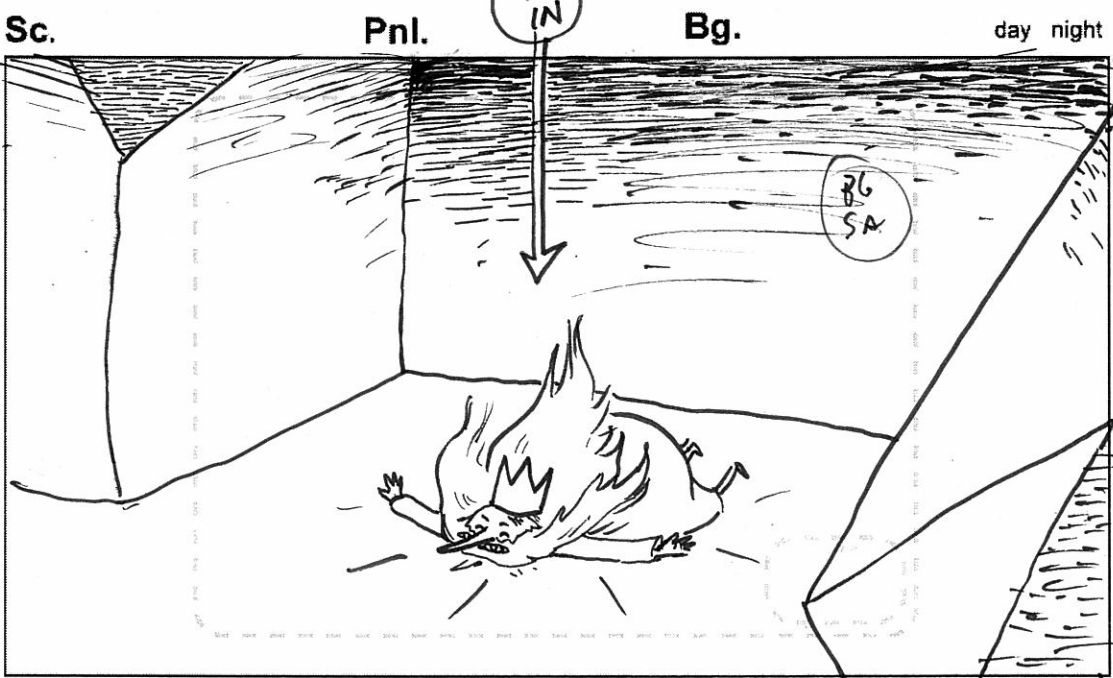
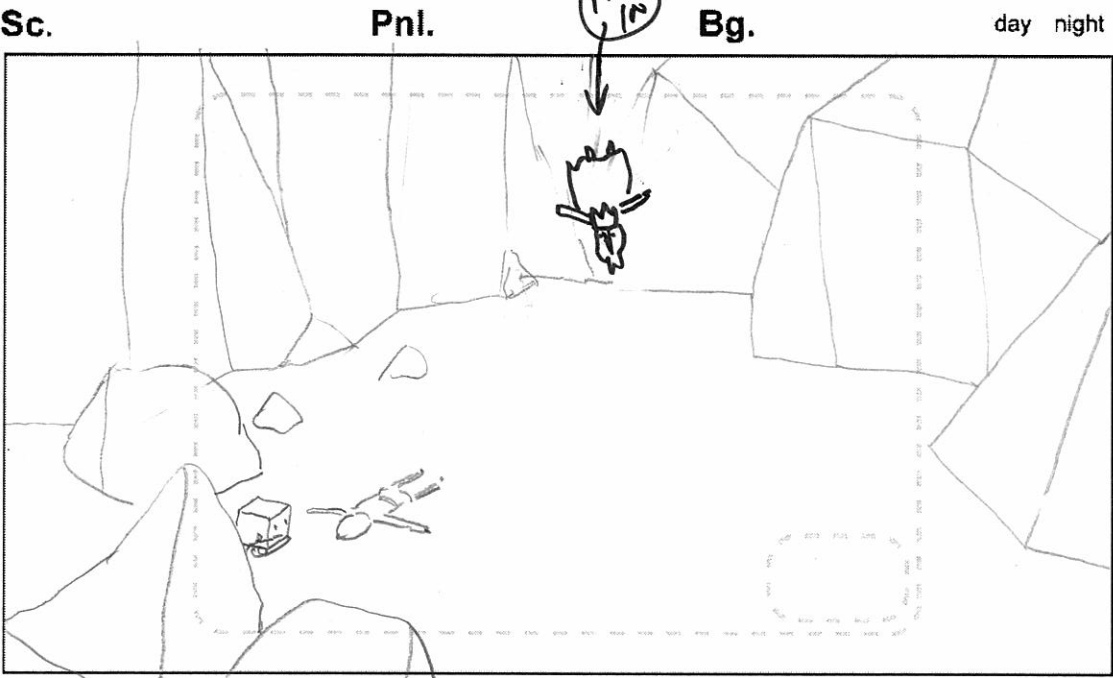


| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|---------|------|--|-----|-------|-----|------|---|-----|-------|
| | |  | | | | |  | | |
| Dialog: | | | | | | | | | |
| Action: | | | | | | | | | |
| Timing: | | | | | | | | | |

EPISODE # 1014-113

Production :

ADVENTURE TIME



Dialog:

Action: 1K falls on the floor

Timing:

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| |
|---------|
| Dialog: |
| Action: |
| Timing: |

1014-113
EPISODE #
Production :

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | | | |
|---------|---|--|----------------------|--|
| Dialog: | (1K) Huh! this room doesnt have any doors | | (TT) We're trapped ! | |
| Action: | | | | |
| Timing: | | | | |

1014-113

EPISODE #

Production :

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|----------------------------------|----------------------------|
| Dialog: | (LG) Ehhnn ... <u>EHNNN</u> | (IK) What is it Lemongrab? |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|--|-------------------------------|
| Dialog: | <p>L6 This is wrong... The map said there would be a door.</p> | <p>L6 THE MAP lied to me!</p> |
| Action: | | <p>L6 walks toward camera</p> |
| Timing: | | |

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night | |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|--|
| | | | | | | | | | | |

| | | |
|---------|--|-----------------------------------|
| Dialog: | (L6) It doesn't want me to find the exit | (L6) it wants me to die in here!! |
| Action: | | |
| Timing: | | |

EPISODE # 1014-113
Production :

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |
| | | | | | | | | | |

| | | |
|---------|------------------|----------------------------------|
| Dialog: | (IK) Hold on now | (LG) ICE king how do you taste?! |
| Action: | | |
| Timing: | | |

1014-113
EPISODE #
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: (1K) NICE, I GUESS... (LG) MILD OR SPICY!?

Action:

Timing:

EPISODE # 1014-113
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

| | |
|---------|--|
| Dialog: | (IK) Oh... uh... (IK) Oohoo hh (=smooch smooch=) |
| Action: | IK remembers making out with his hand |
| Timing: | |

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|---|-------------|
| Dialog: | (Ik) Oh Ice king you're so experienced! (falsetto) | (Ik) Salty. |
| Action: | (end flashback) | |
| Timing: | | |

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

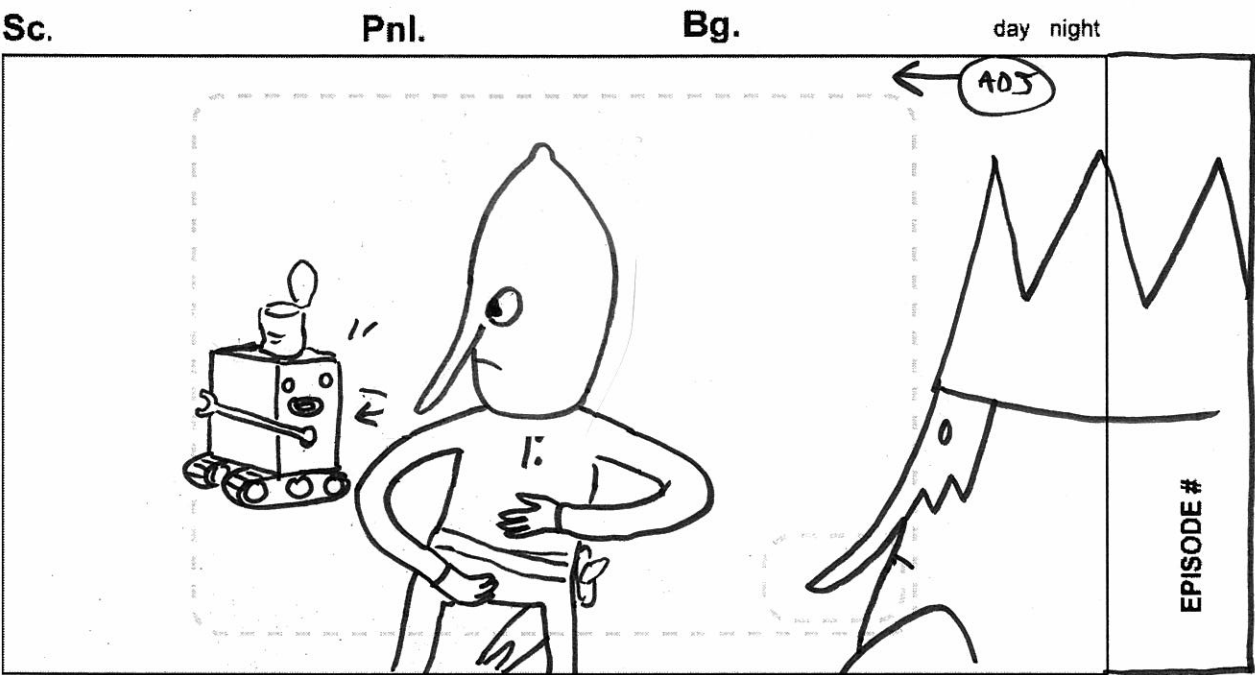
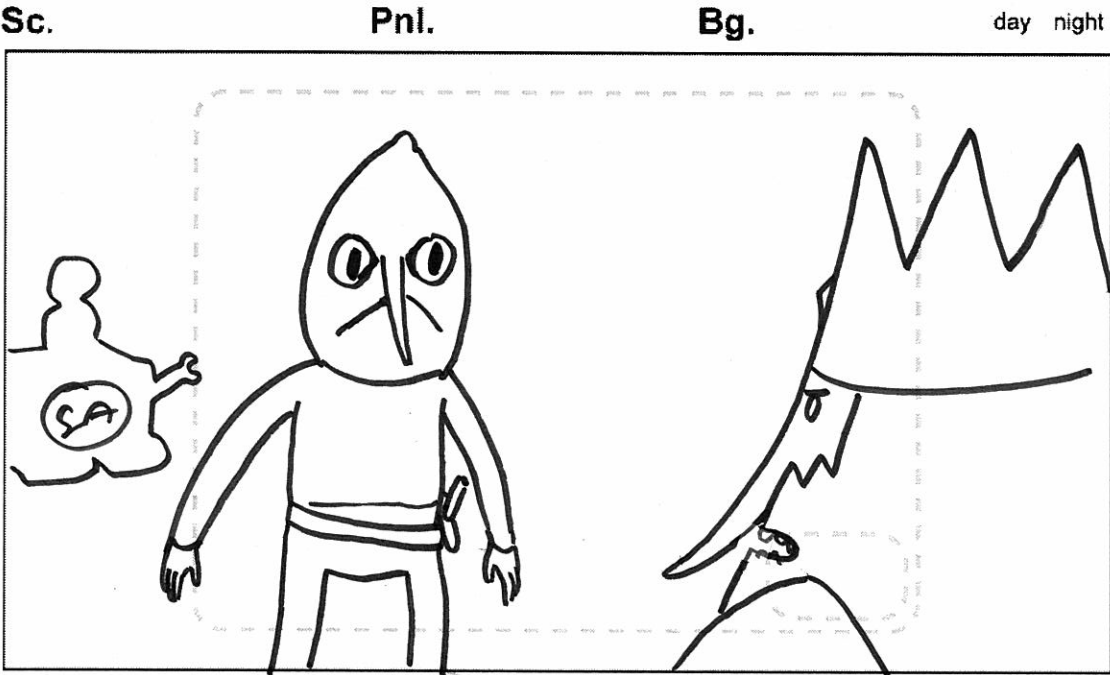
| | | |
|---------|-------------------------------|-----------------------------------|
| Dialog: | (L6) my survival is priority! | (L6) MAKE yourself into Food now! |
| Action: | | |
| Timing: | | |

EPISODE #

Production :

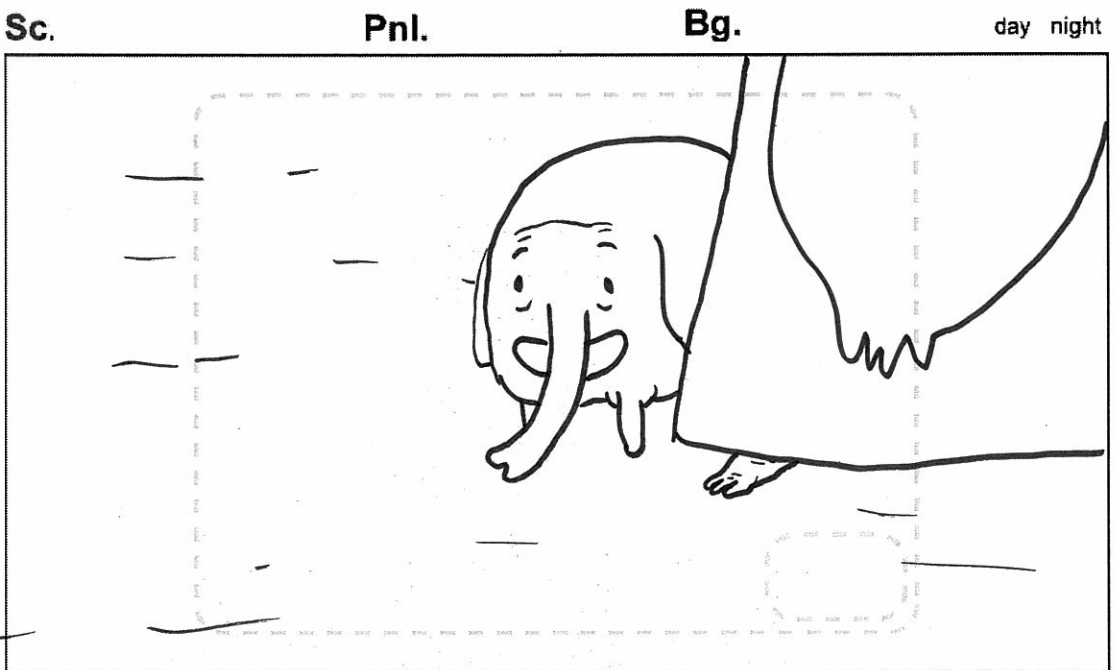
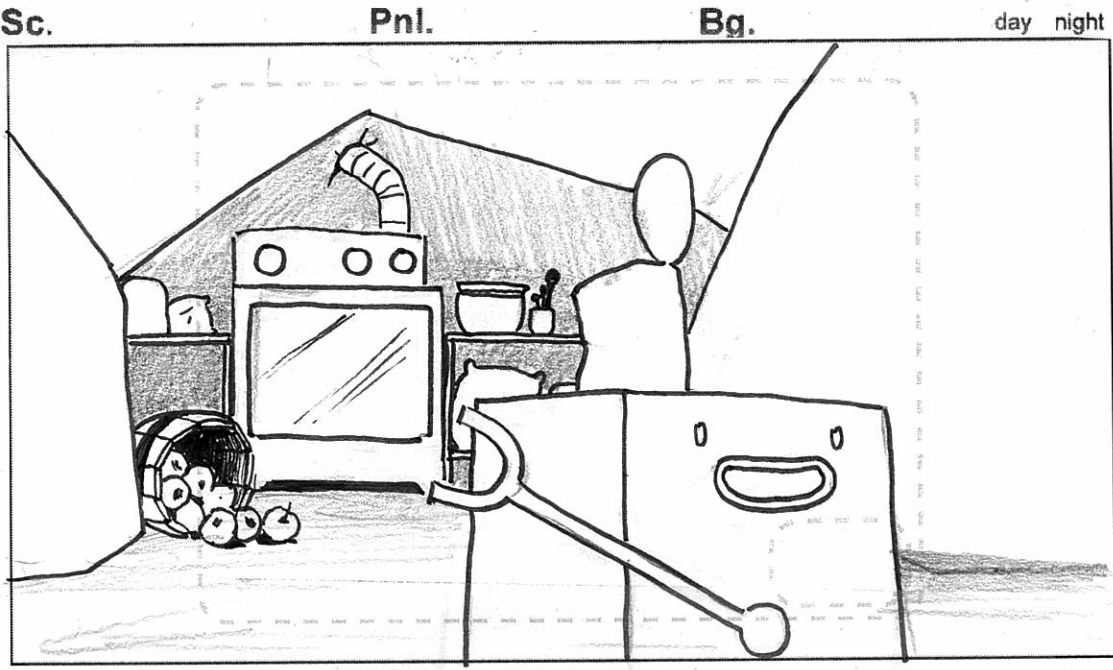
1014-113

ADVENTURE TIME



| | | |
|---------|-------------------------------------|-------------------------------|
| Dialog: | (K) you're gonna eat me? yea right! | (NeptR) shlop your mouths up. |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



| | | |
|---------|---|--|
| Dialog: | <p>Nept: I have found an oven and and baking supplies!</p> | <p>TT: That's wonderful, Nectar. I can make apple pie for all of us!</p> |
| Action: | | |
| Timing: | | |

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 69

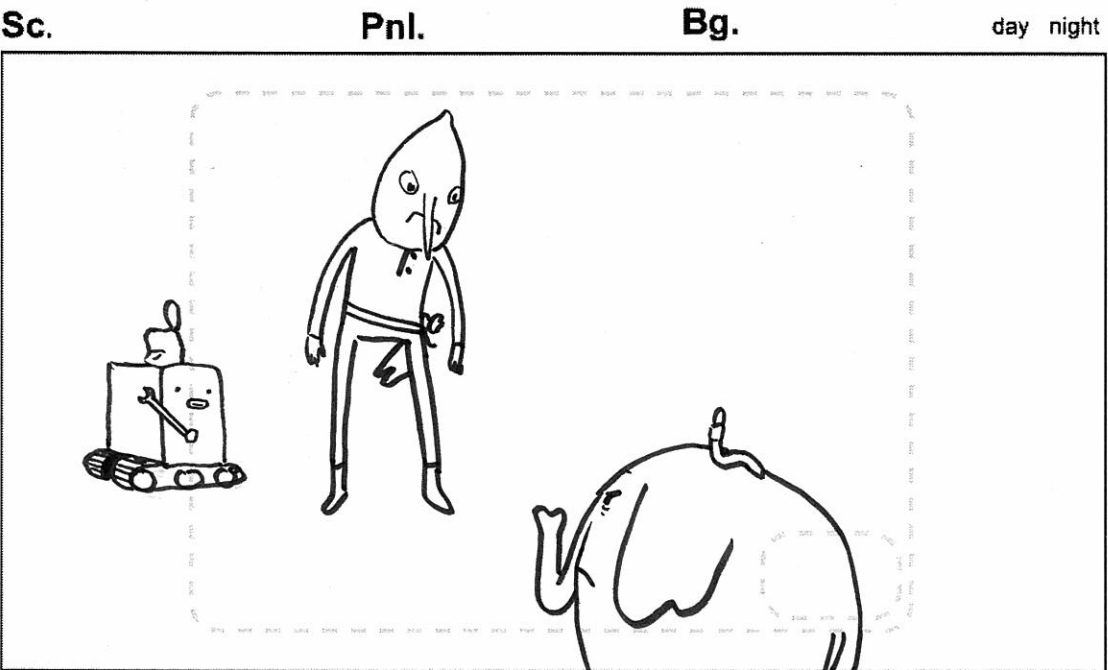
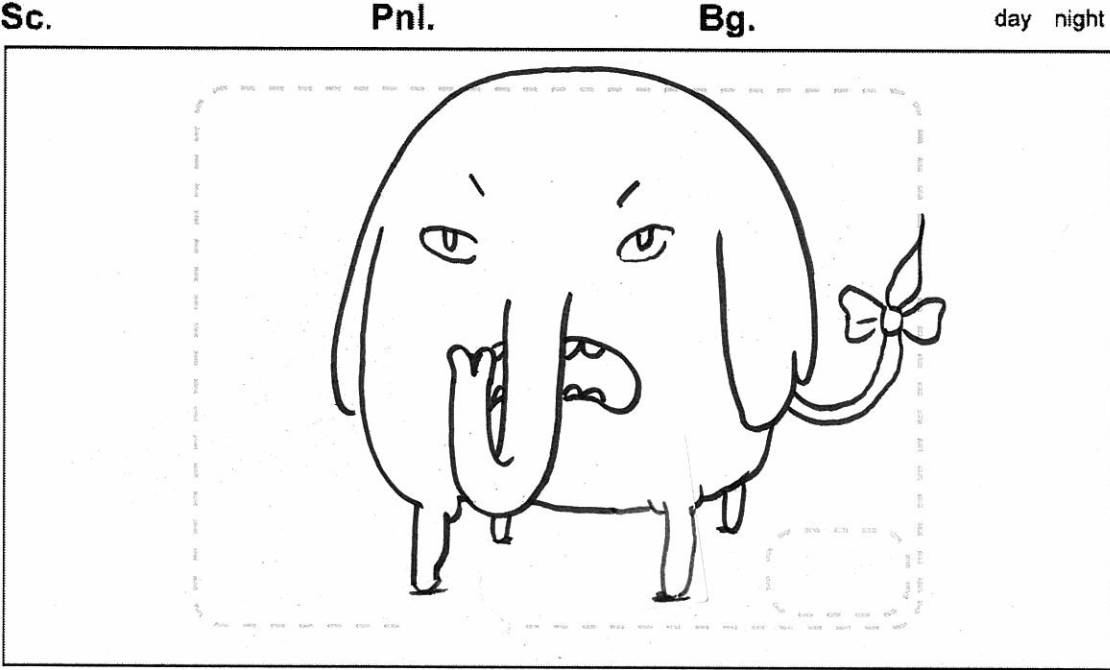
| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |
| | | | | | | | | | |

| | | |
|---------|--|--|
| Dialog: | <p>(L6)</p> <p>MAKE THEM FAST, SERVAL!</p> | <p>(TT)</p> <p>OK first off I aint your Serval. that's for Mr. Pig only.</p> |
| Action: | | |
| Timing: | | |

EPISODE # 1014-113

Production :

ADVENTURE TIME



Dialog: (TT) And second, if you want a taste of my juicy pie, you better be nice, otherwise You'RE GETTING A BIG SLICE OF nothin, Mr. Lemon. You got that?

Action:

Timing:

1014-113

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

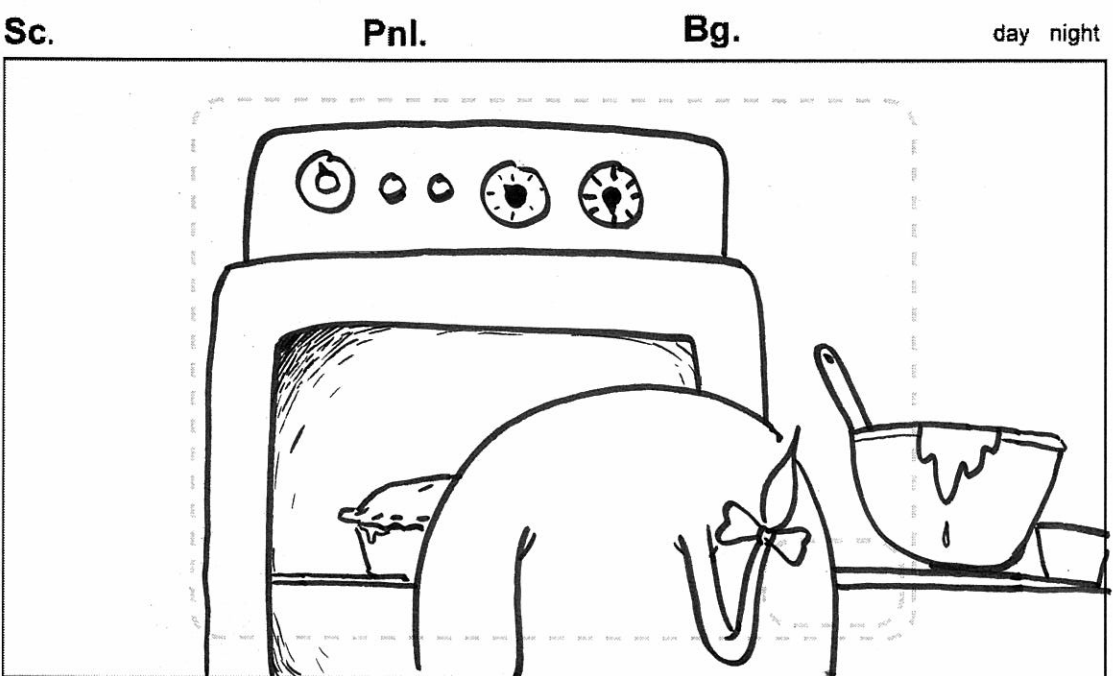
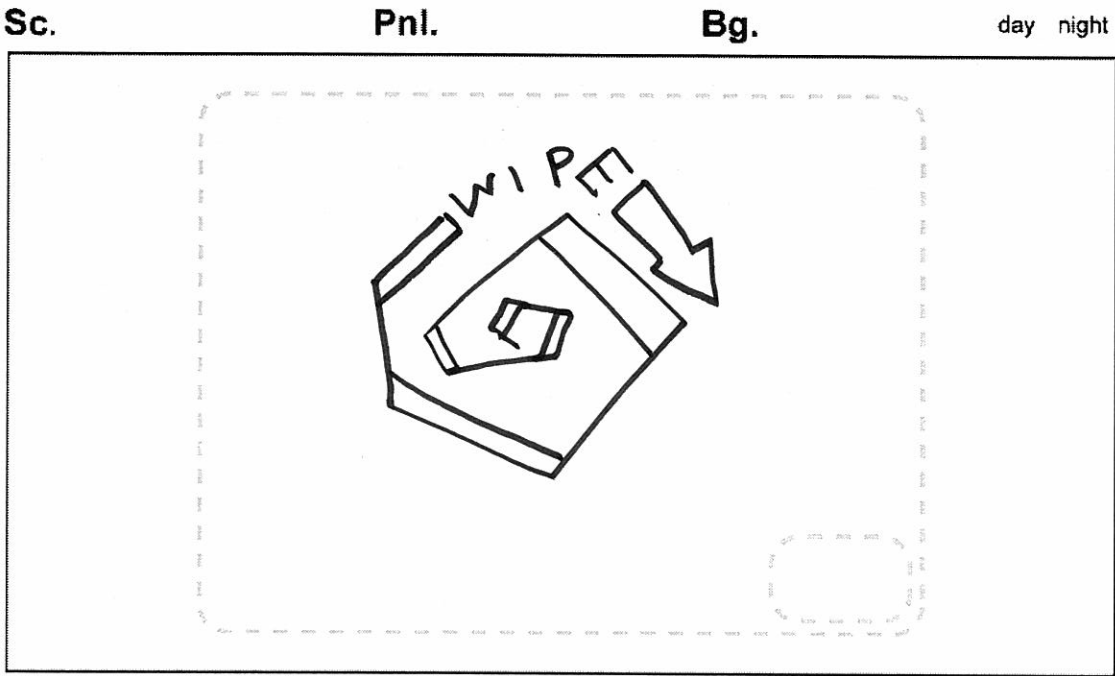
Sc. Pnl. Bg. day night

Dialog: (L6) I am Sorry.
Make Pies, Slave.

Action:

Timing:

ADVENTURE TIME



| | |
|---------|--|
| Dialog: | (TT) Alright Gentlemen, have a look at my luscious, gooey pie |
| Action: | |
| Timing: | |

1014-113
EPISODE #
Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(A1) (os) OOOOH!

Shelby that smell.. stirs something

Action:

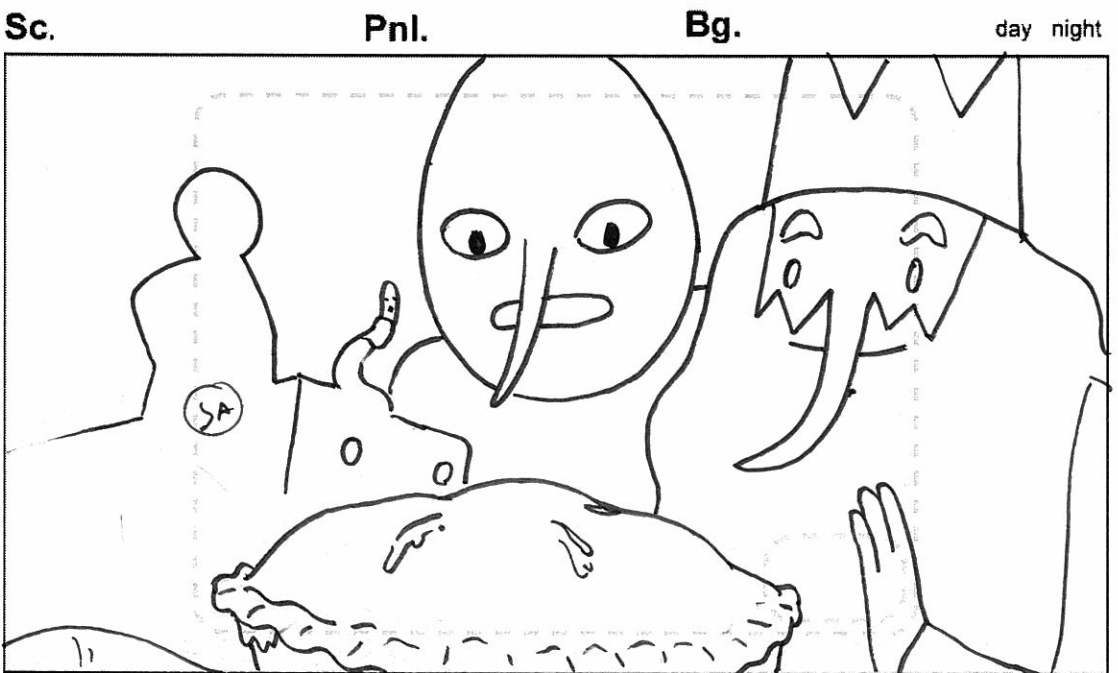
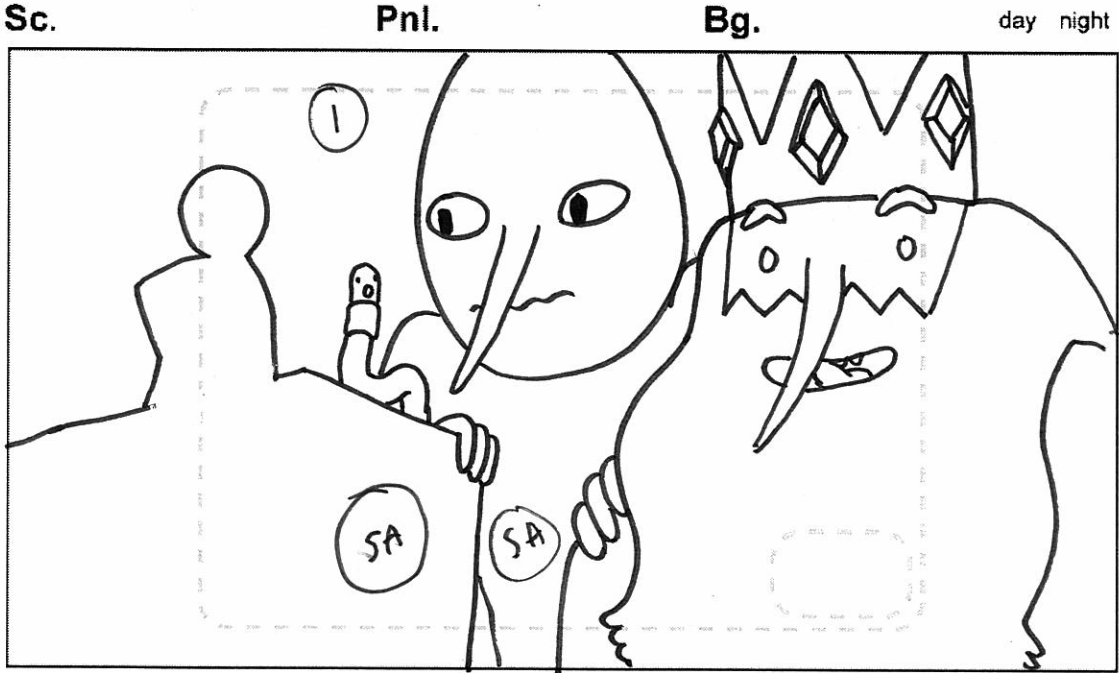
Timing:

EPISODE #

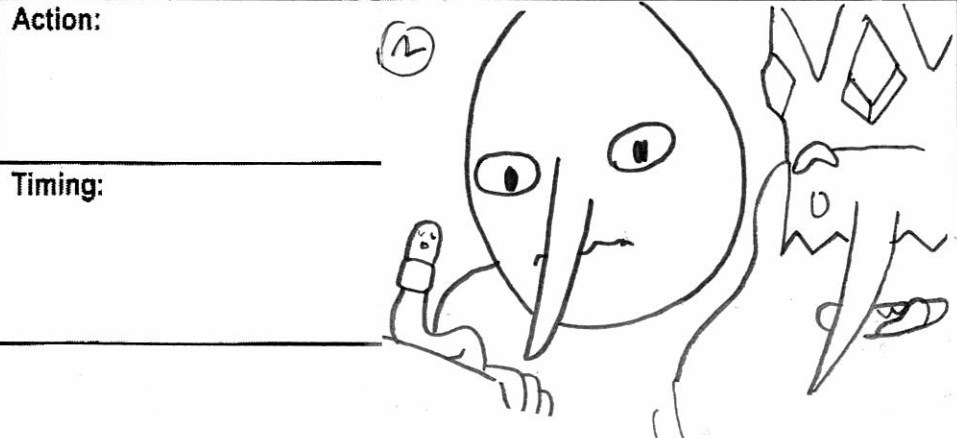
Production :

1014-113

ADVENTURE TIME



Dialog: (shelby) deep in me.. it must be Magic (TT) (OS) Not magic, Just a whole lot of love coming from my hands baby

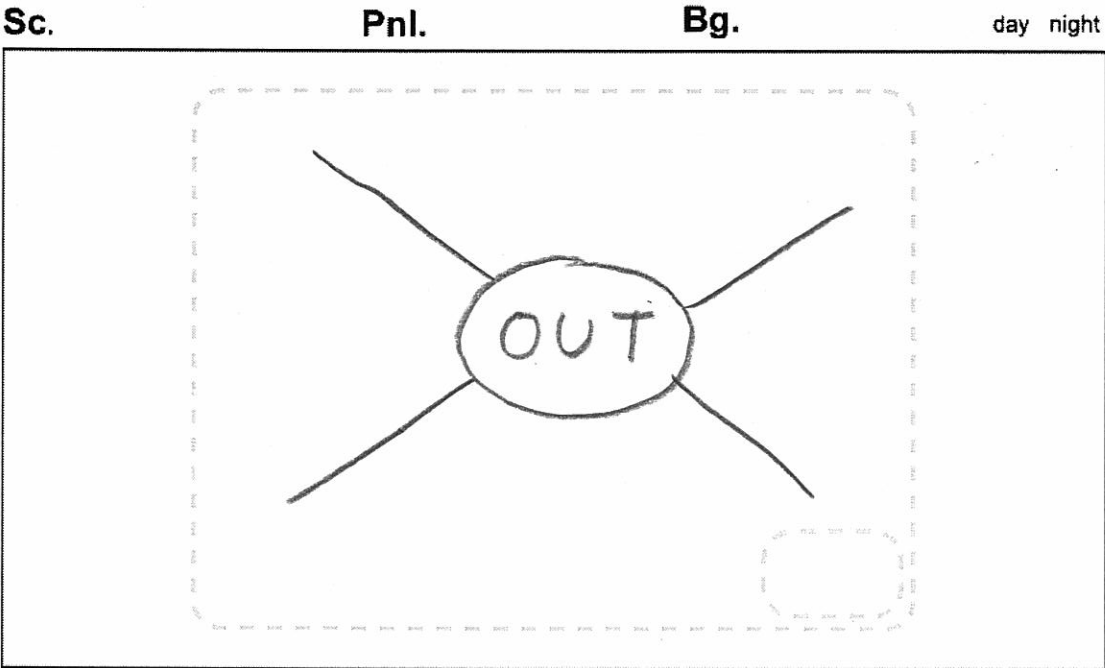
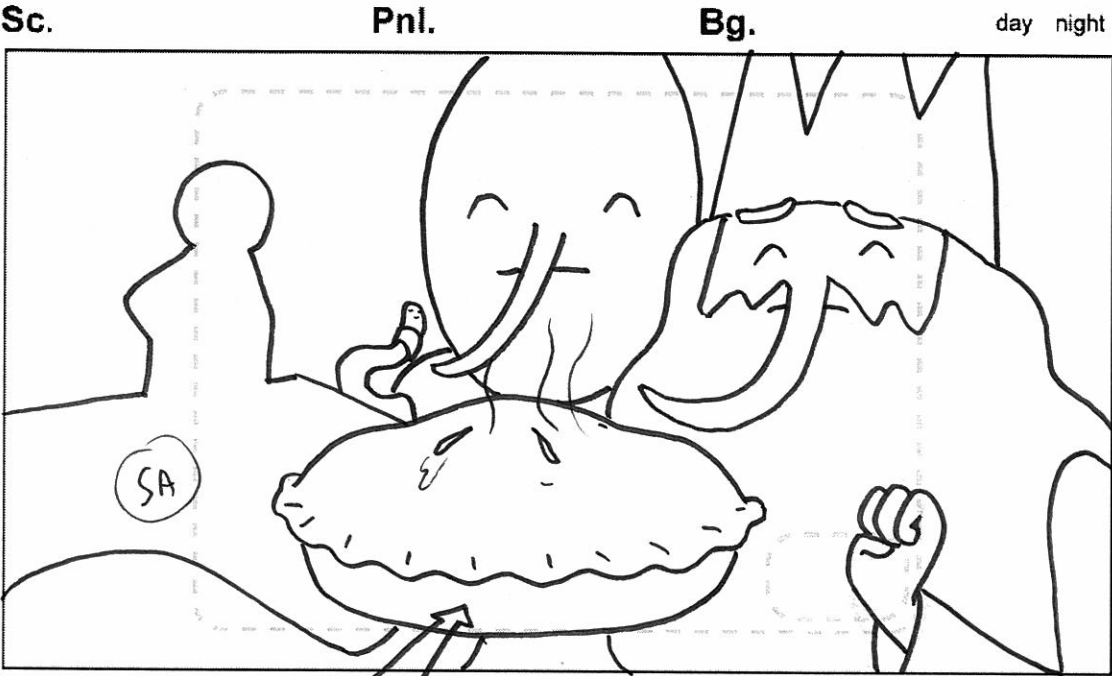


1k
Licking
his mouth chops

1

1014-113
EPISODE #
Production :

ADVENTURE TIME



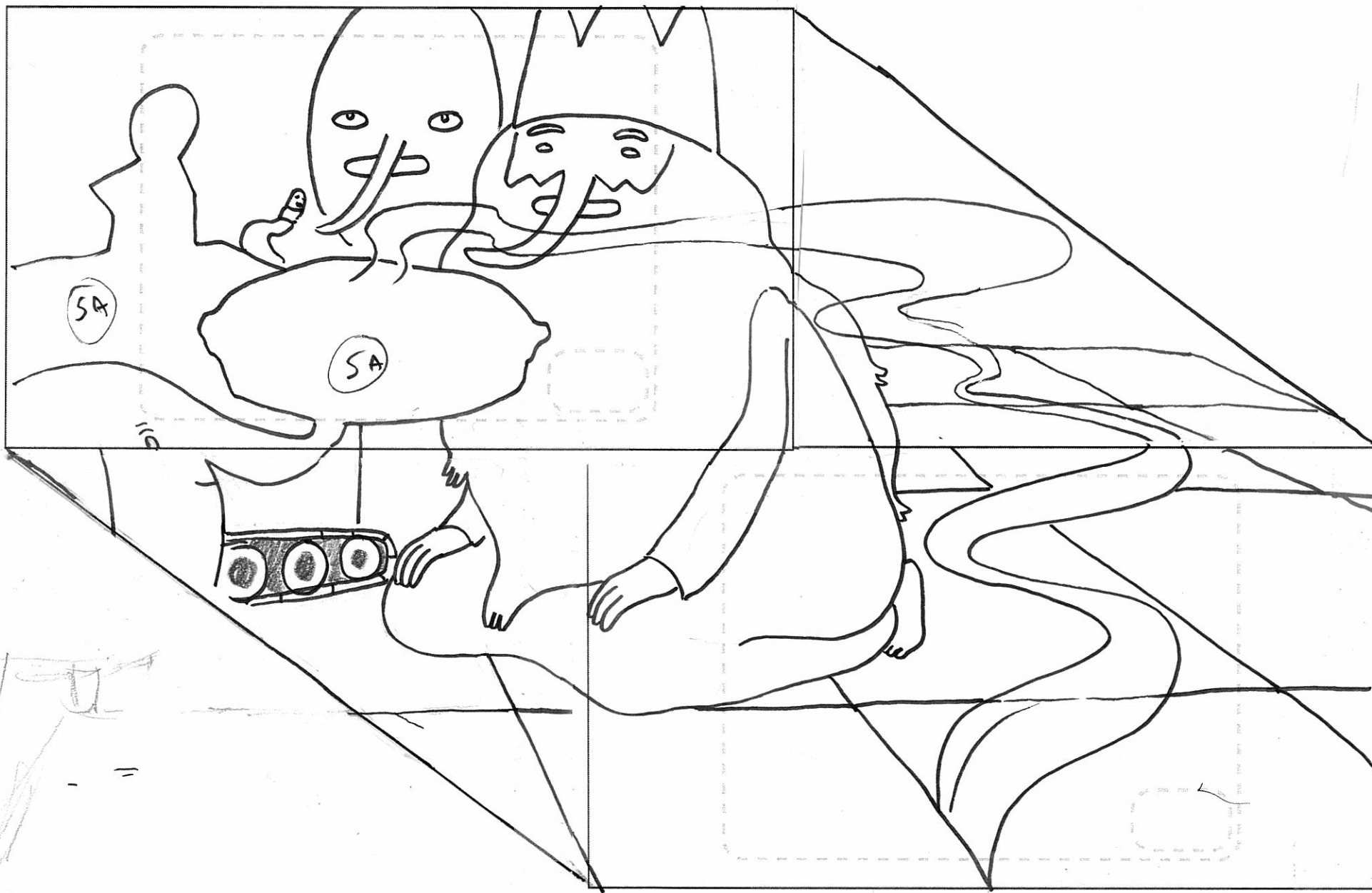
| |
|---------|
| Dialog: |
| Action: |
| Timing: |

1014-113

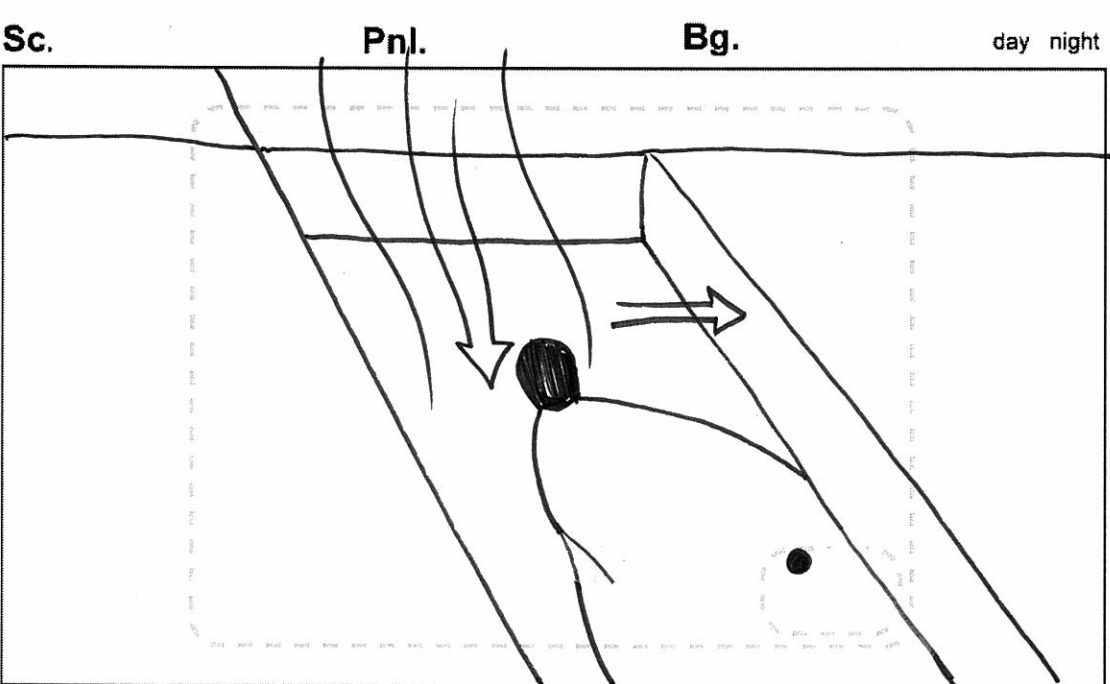
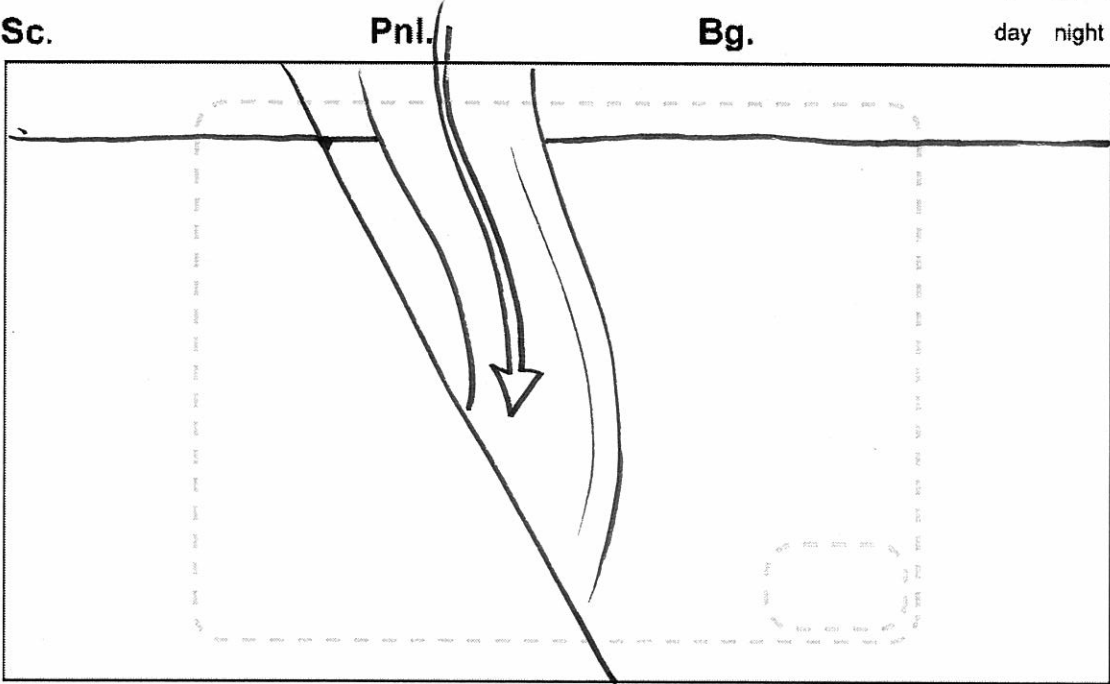
EPISODE #

Production :

1014-113



ADVENTURE TIME



Dialog:

Action: pie steam streaming into crack in the floor

Timing:

EPISODE #

Production :

1014-113

ADVENTURE TIME

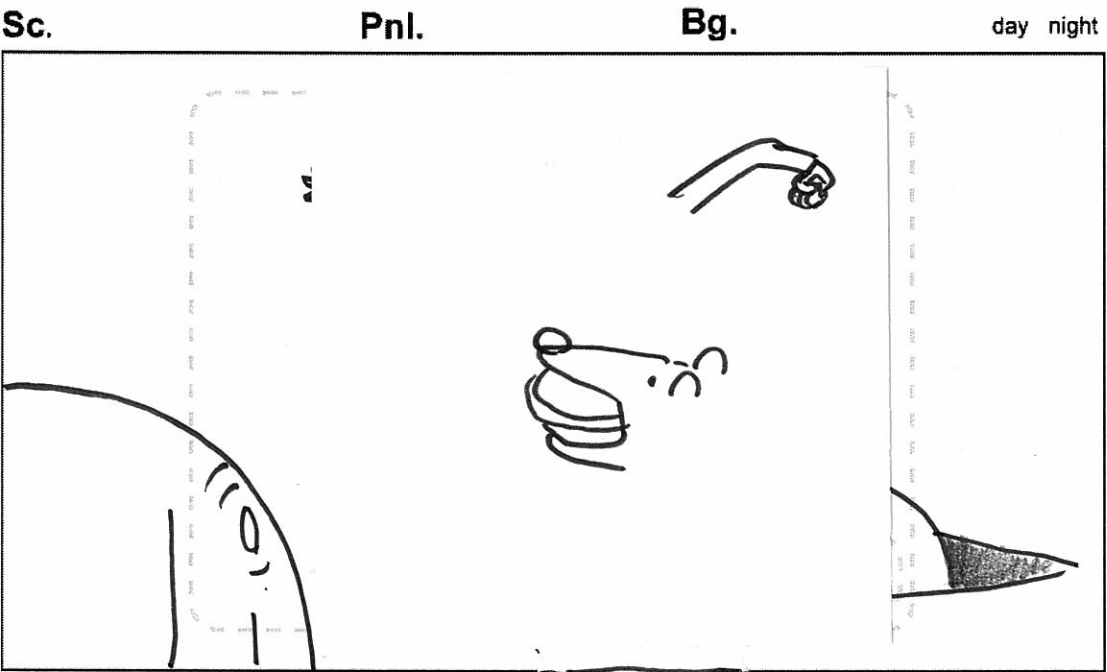
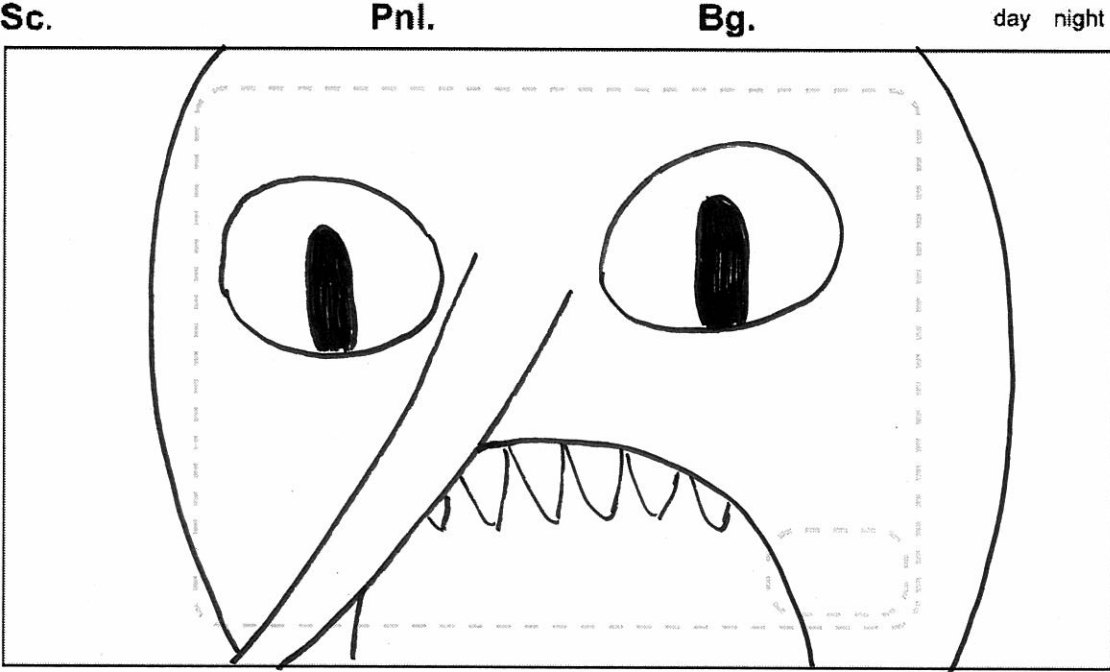


| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | |
|---------|--|
| Dialog: | <p>mouse = Peep! walla Scream!</p> |
| Action: | <p>mouse snatches pie</p> |
| Timing: | |

EPISODE # 1014-113
Production :

ADVENTURE TIME



Dialog: LG NO!

BOFFO!

LG GRUNT!

Action: LG punches mouse in the face

Timing:

1014-113

EPISODE #

Production :

ADVENTURE TIME

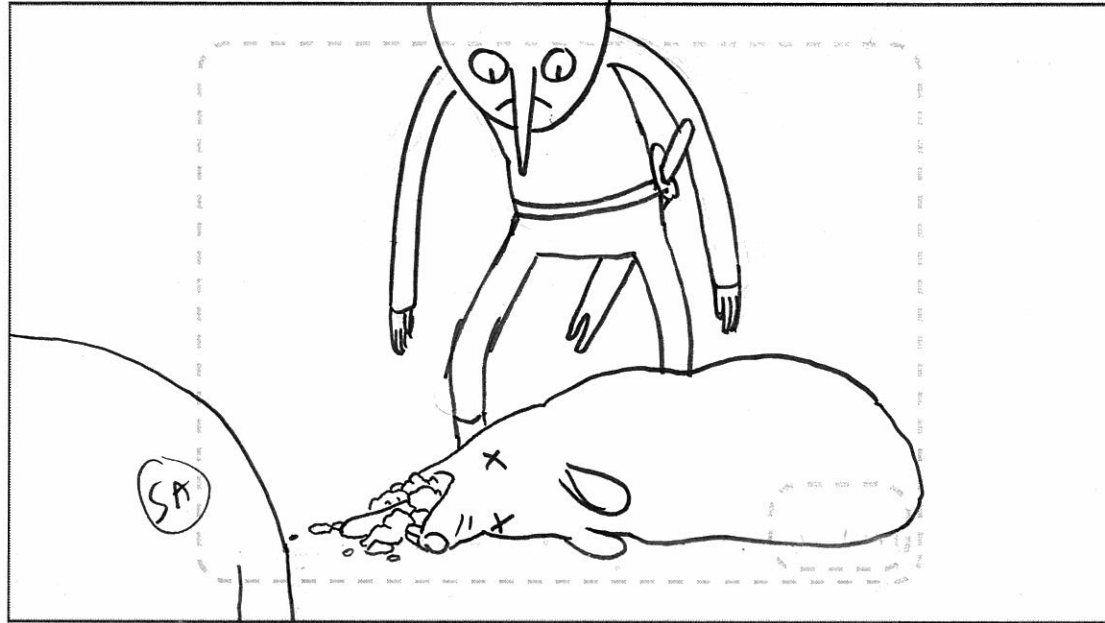
Page 80

Sc.

Pnl.

Bg.

day night

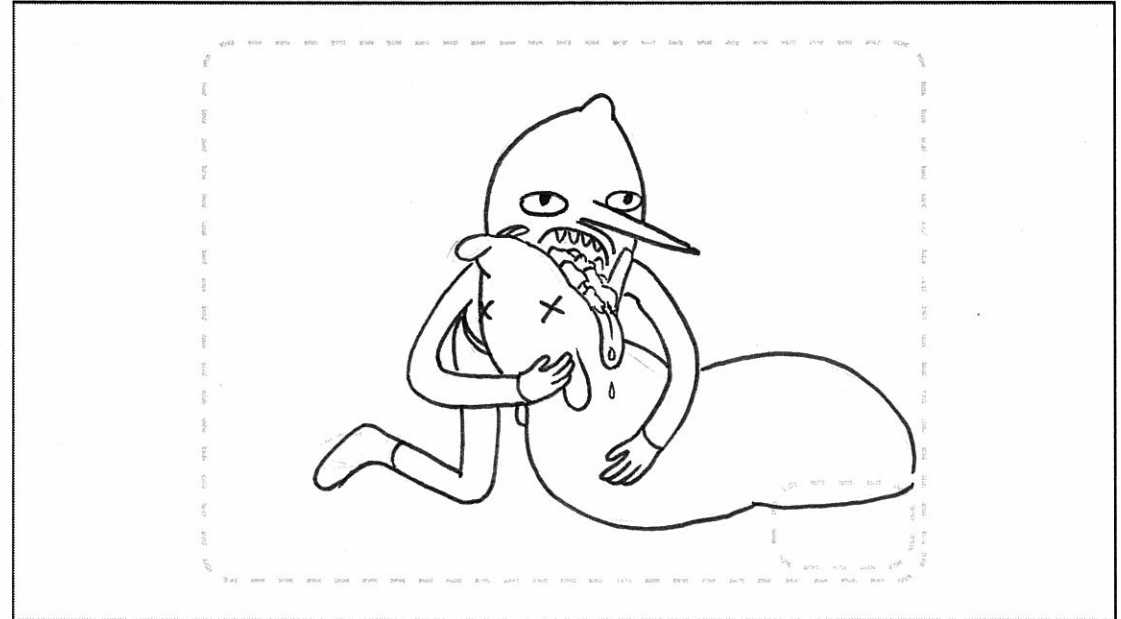


Sc.

Pnl.

Bg.

day night



Dialog:

LG:

< slurp! slurp!
slobber! >

Action:

LG begins eating pie out of mouse's mouth

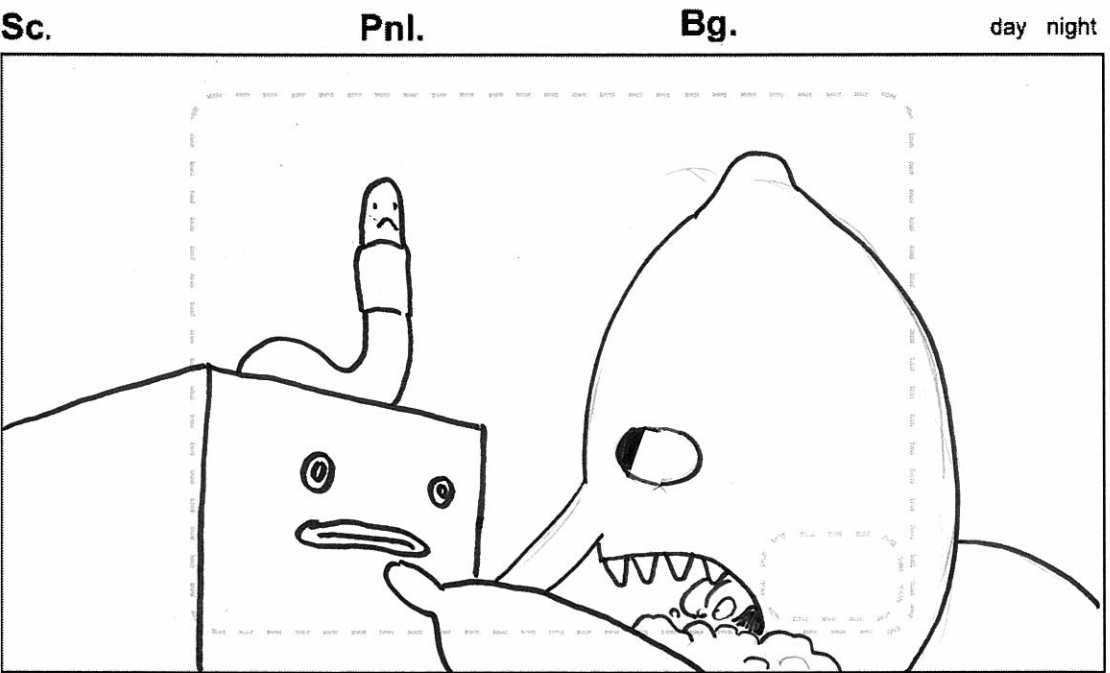
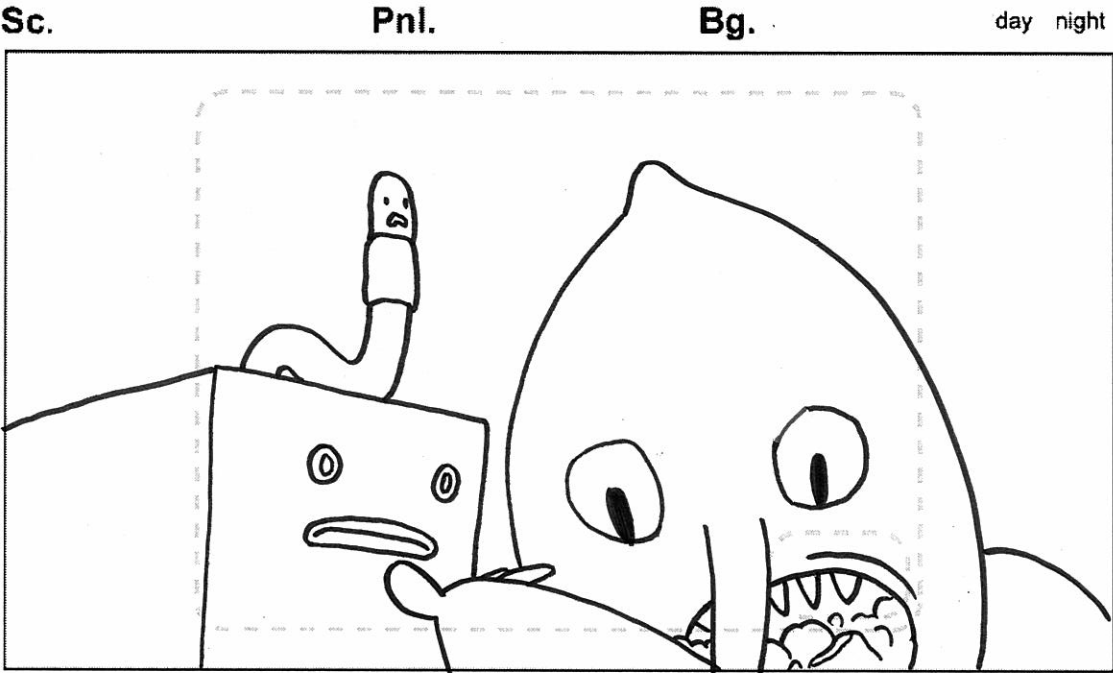
Timing:

EPISODE #

1014-115

Production :

ADVENTURE TIME



Dialog: (Shelby) Lemongrab...
LG: <sour! sweet!>

Action:

Timing:

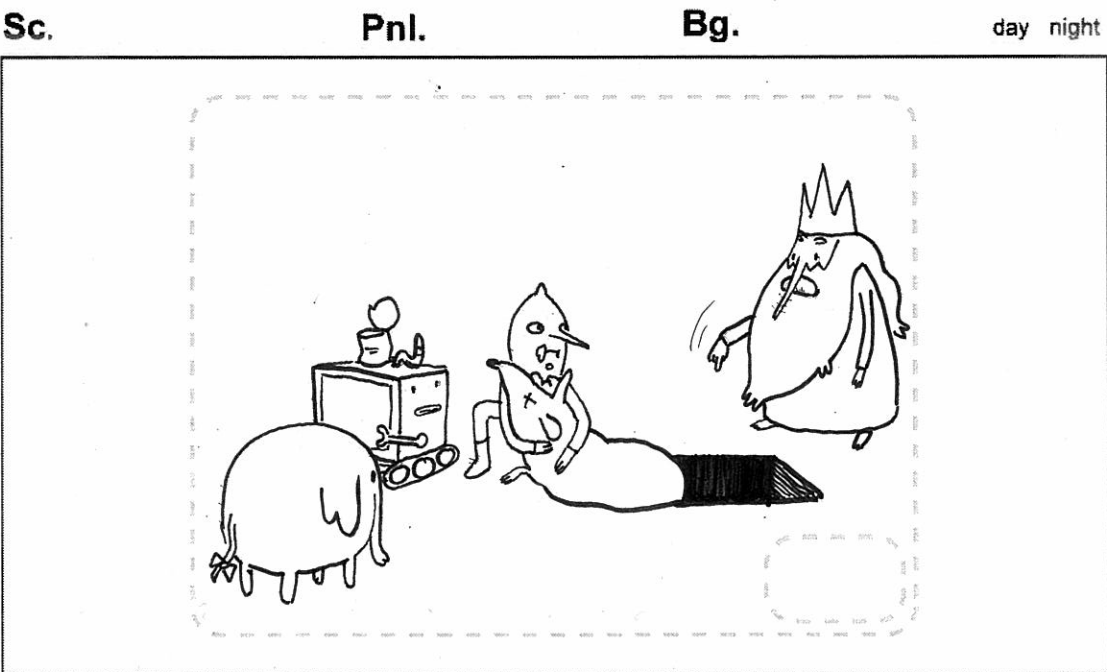
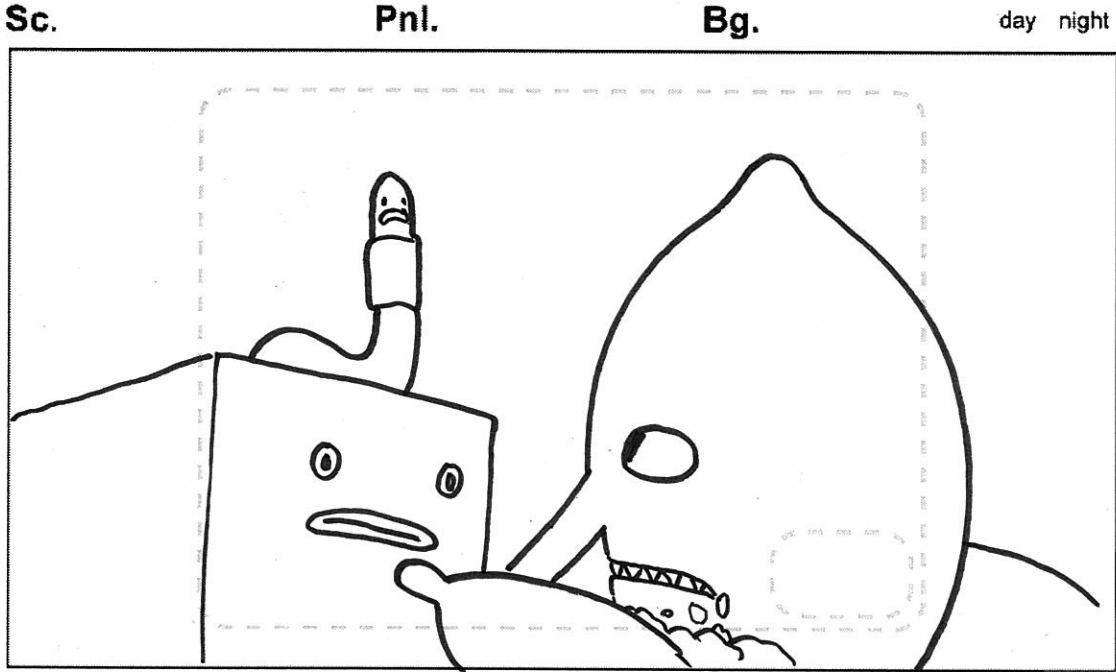
(LG) WHAT?

1014-113

EPISODE #

Production :

ADVENTURE TIME



Dialog:

Shelby nevermind

LG: <SNEK. SNEK!>

(IK) come on guys, the the mouse showed us the room door.

Action:

Timing:

EPISODE #

Production :

1014-113

ADVENTURE TIME



Sc. Pnl. Bg. day night

Wipe

Sc. Pnl. Bg. day night

Dialog:

Action: crawling

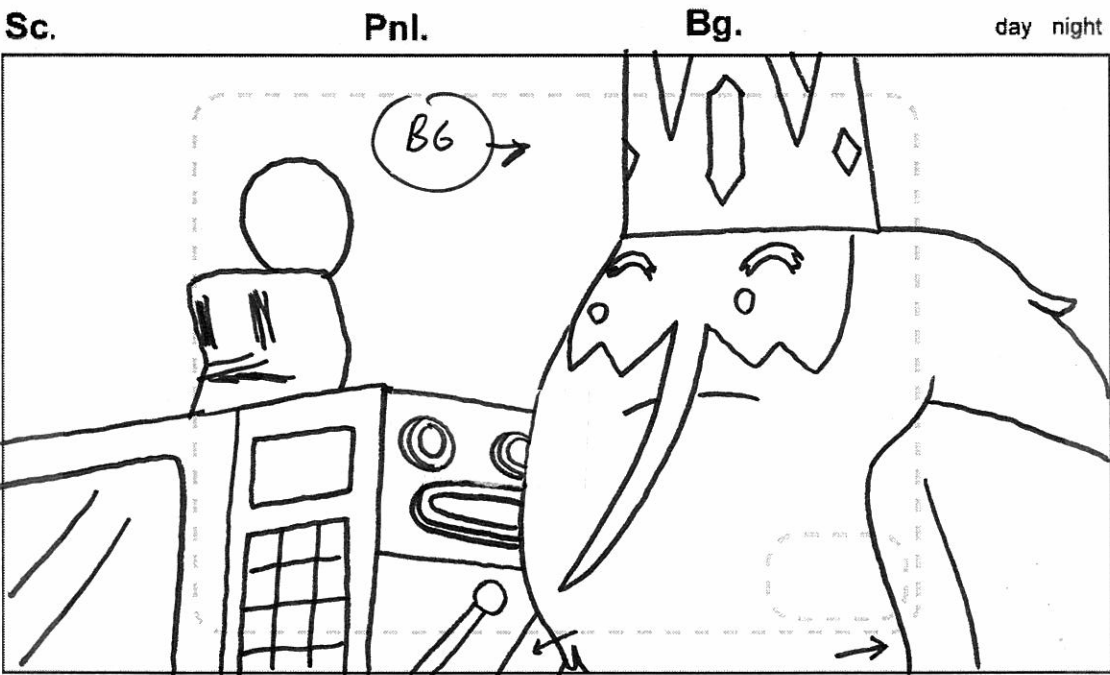
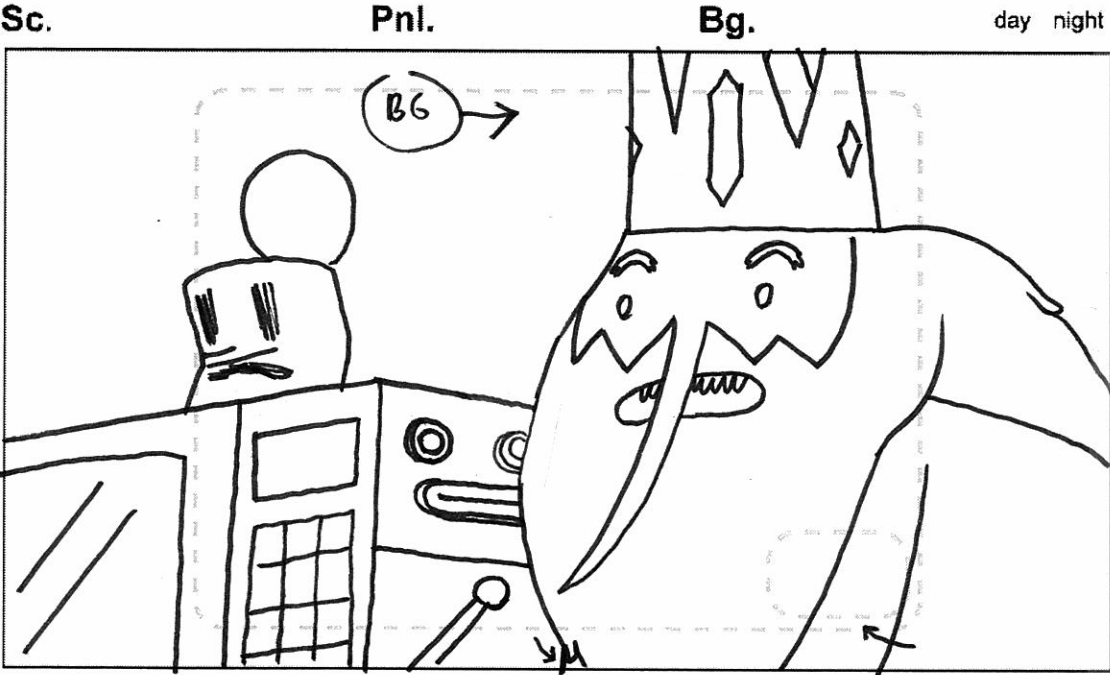
Timing:

1014-113

EPISODE #

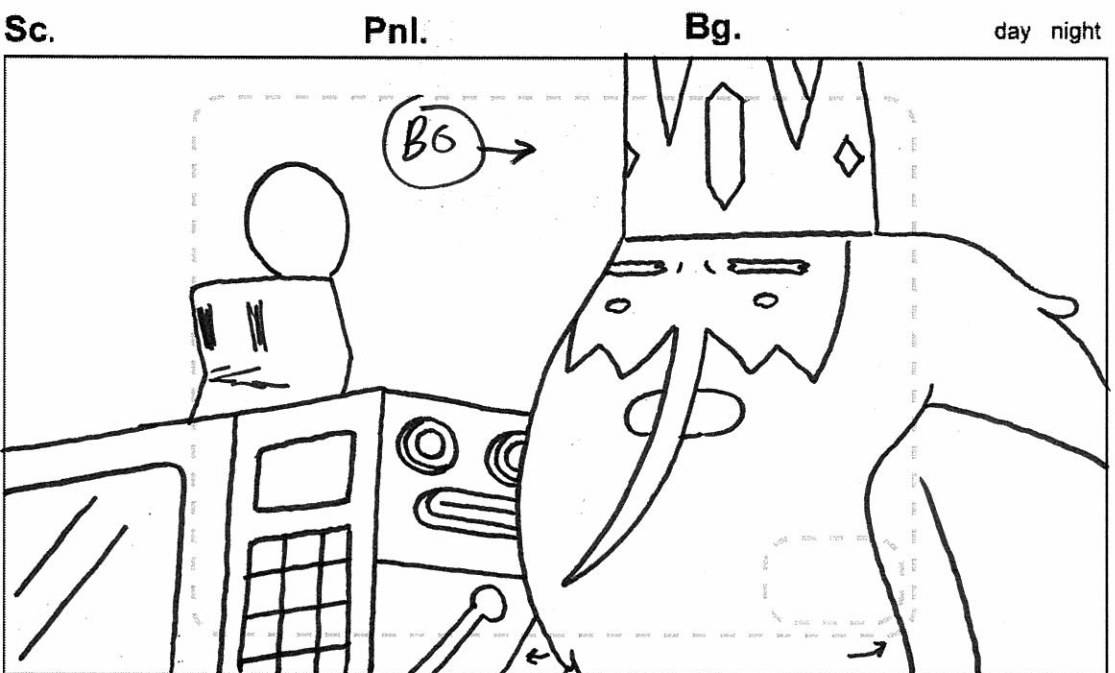
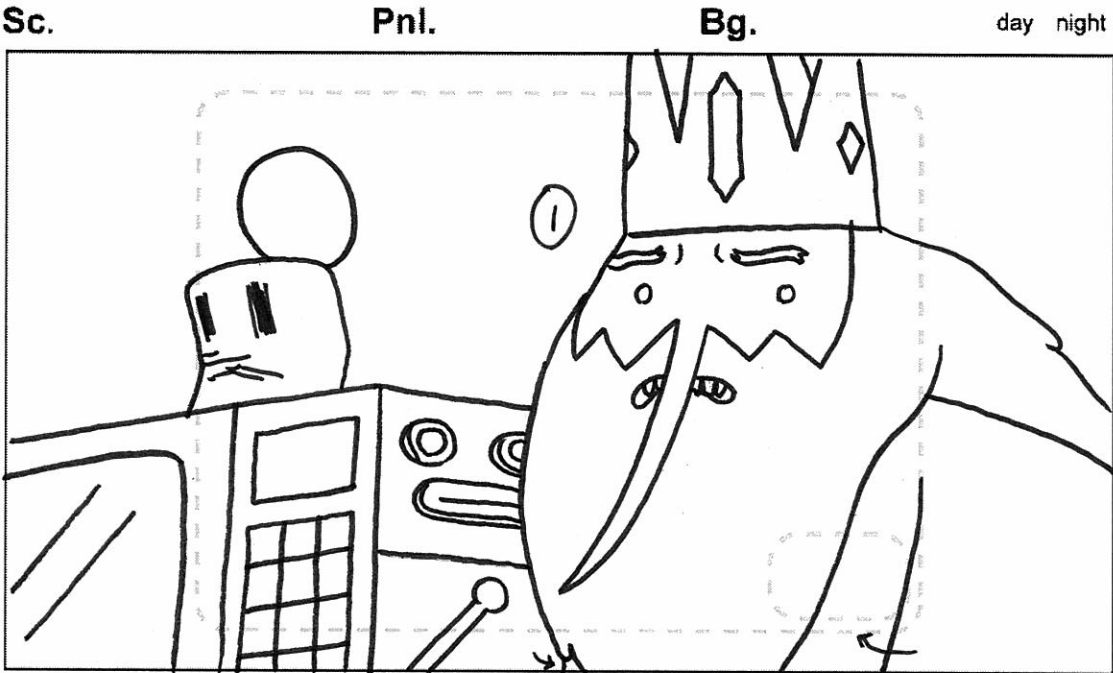
Production :

ADVENTURE TIME



| | | |
|---------|--------------------------------------|-------------------|
| Dialog: | Ice King/ Hey you know what's weird? | Neptu/ what papi? |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



Dialog: 1K ① / (to himself) "Papi? what the? ② Uh...
③ Well isn't it weird how Tree Trunks' ability to make pies ④ is specifically what helped us escape from that room?

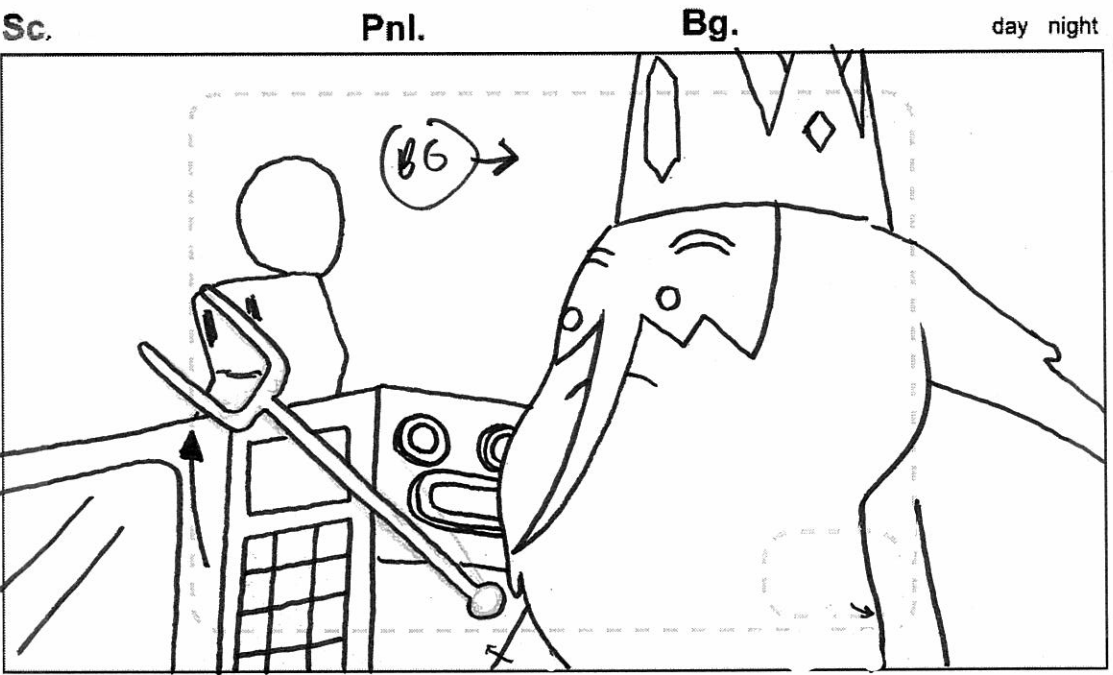
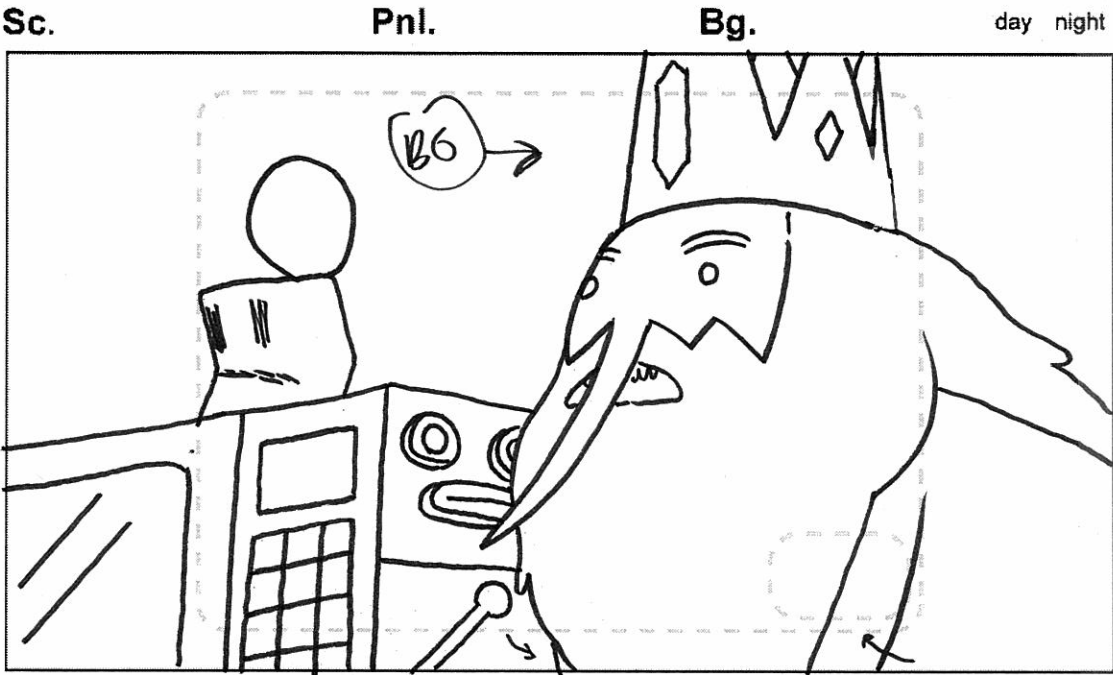
Action:

Timing:



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: Ice King/ seems too specific to be a coincidence, don't ya think?

Neptel/ I make pres too, papi.

Action:

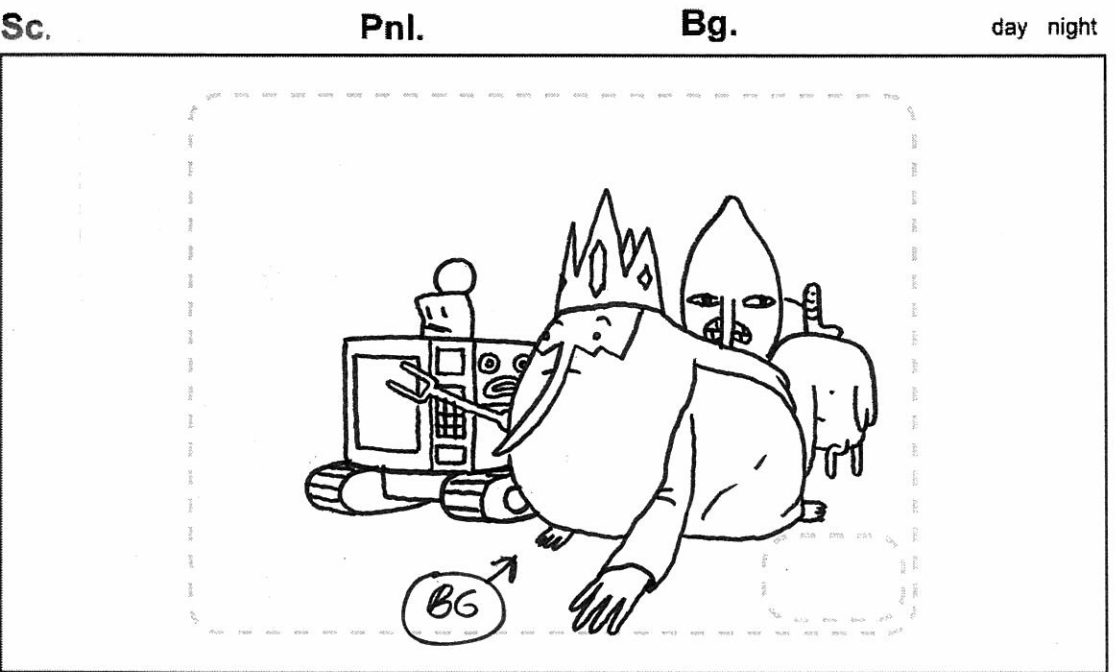
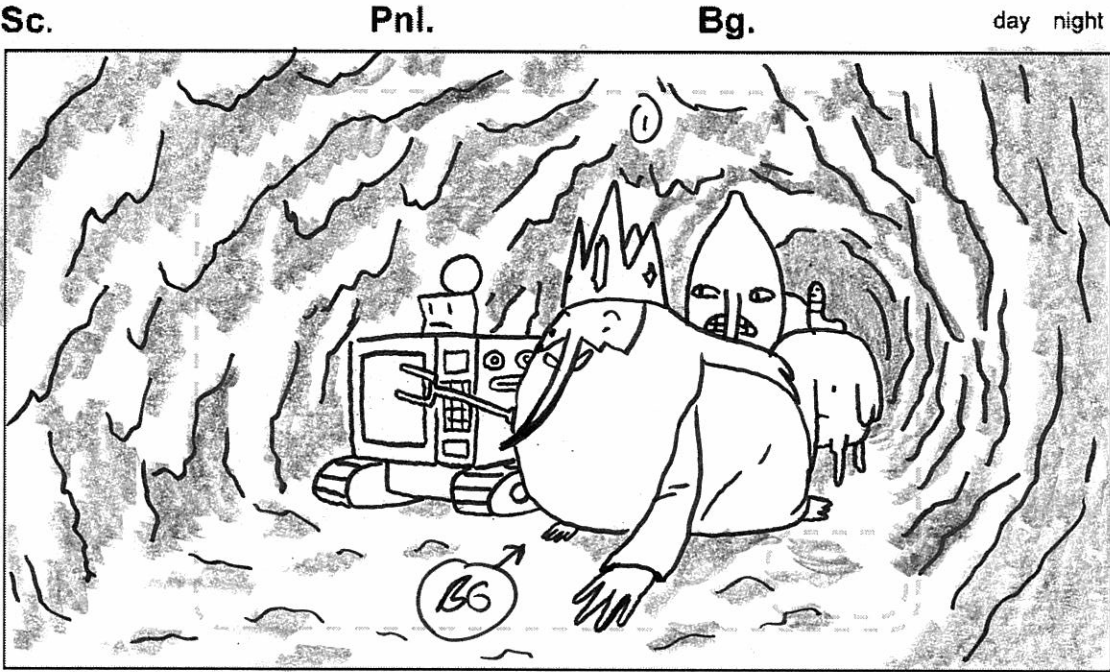
Timing:

EPISODE #

Production :

1014-113

ADVENTURE TIME



Dialog: IK/ Right, yeah like battery
pies or something? haha

Action: cycle ①+②

Timing:



Neptu/ NO, real pies. I don't
understand.

(keep crawl cycle)

EPISODE #

1014-113

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |
| | | | | | | | | | |

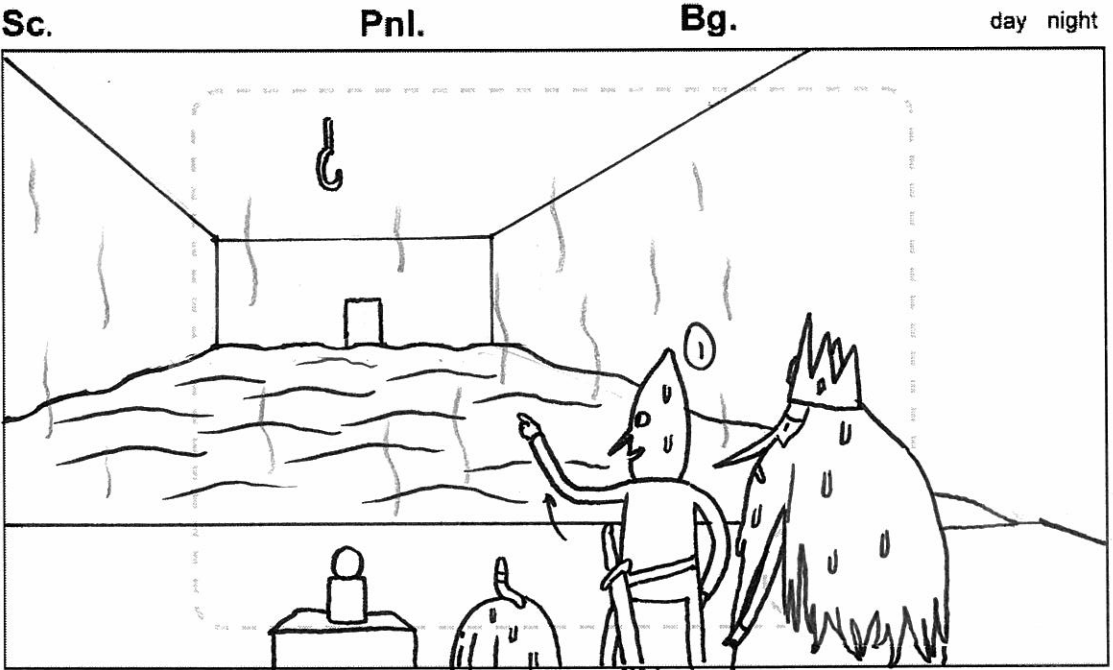
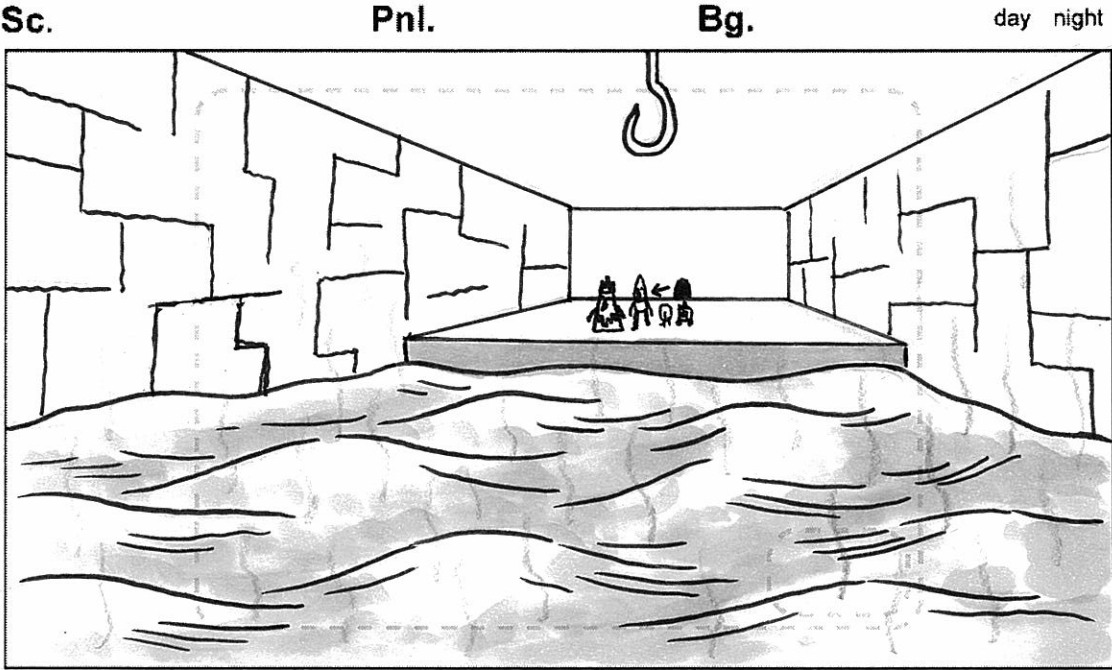
| | | |
|---------|--------------------------------------|-----------------------------|
| Dialog: | Neptc/ Don't you remember I am your- | IK/ Hey look! Another room! |
| Action: | (cont crawl cycle) | crawl cycle stop |
| Timing: | | |

1014-113

EPISODE #

Production :

ADVENTURE TIME



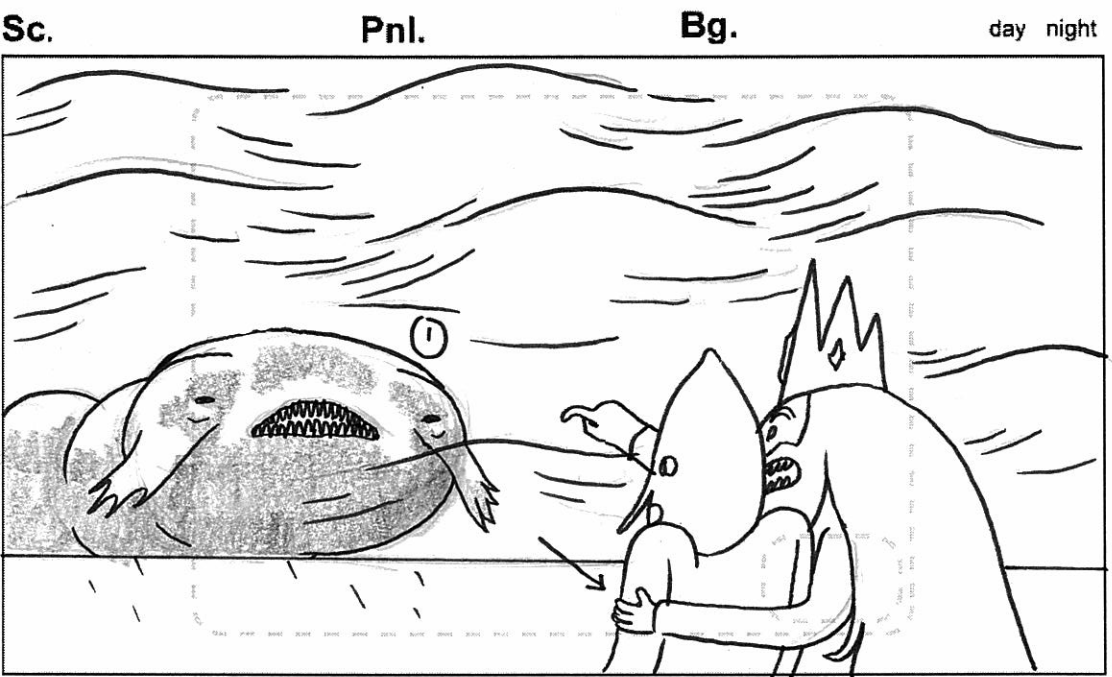
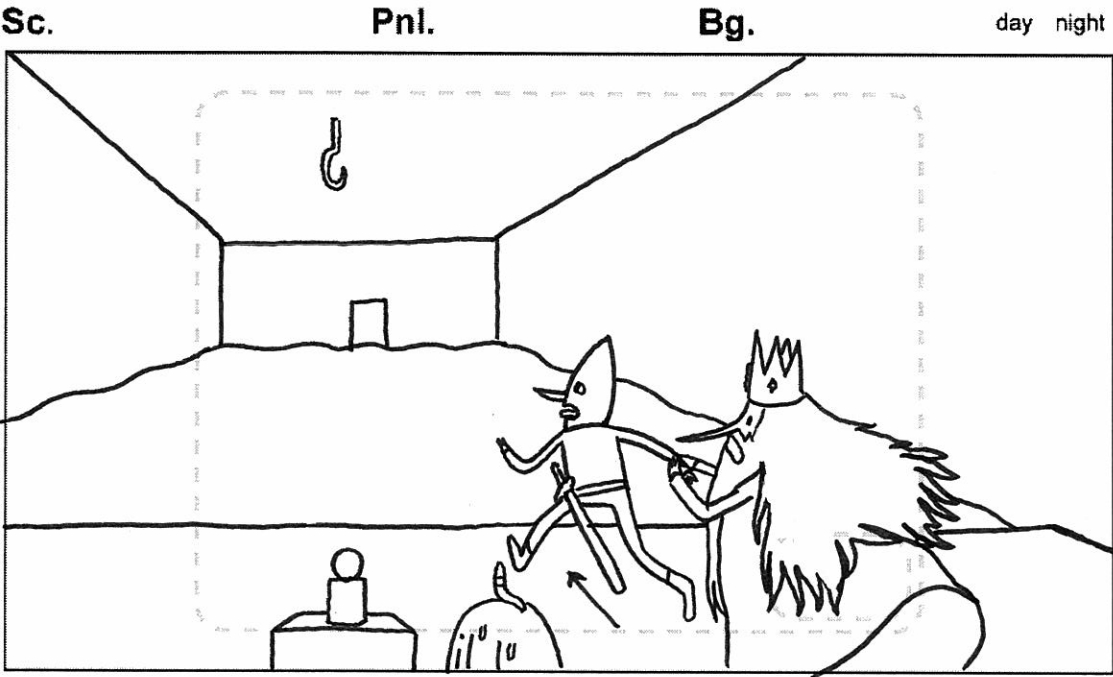
Dialog: Ik/ Good grief it's humid in here.

Action: steam rising off water
(crawl out of hole)

Timing:

Lemon Grab/① That door will lead us ② closer to the exit!

ADVENTURE TIME

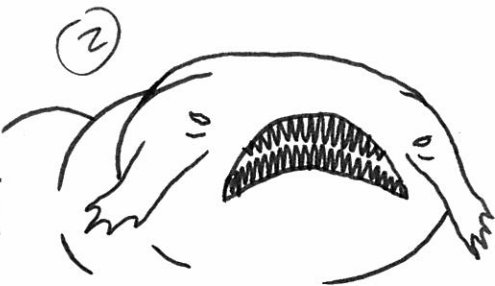


Dialog: Ice King / Hold up hold up!

Ice King / LOOK!

Action:

Ice King pulls LG into his arms



Timing:

EPISODE #

Productio

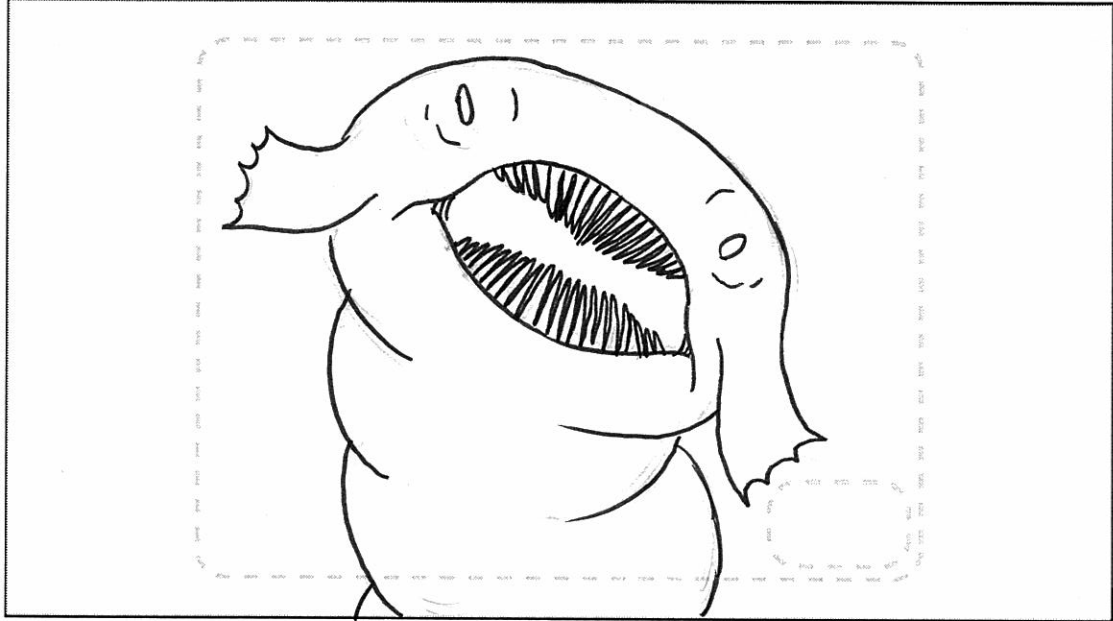
1014-113

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

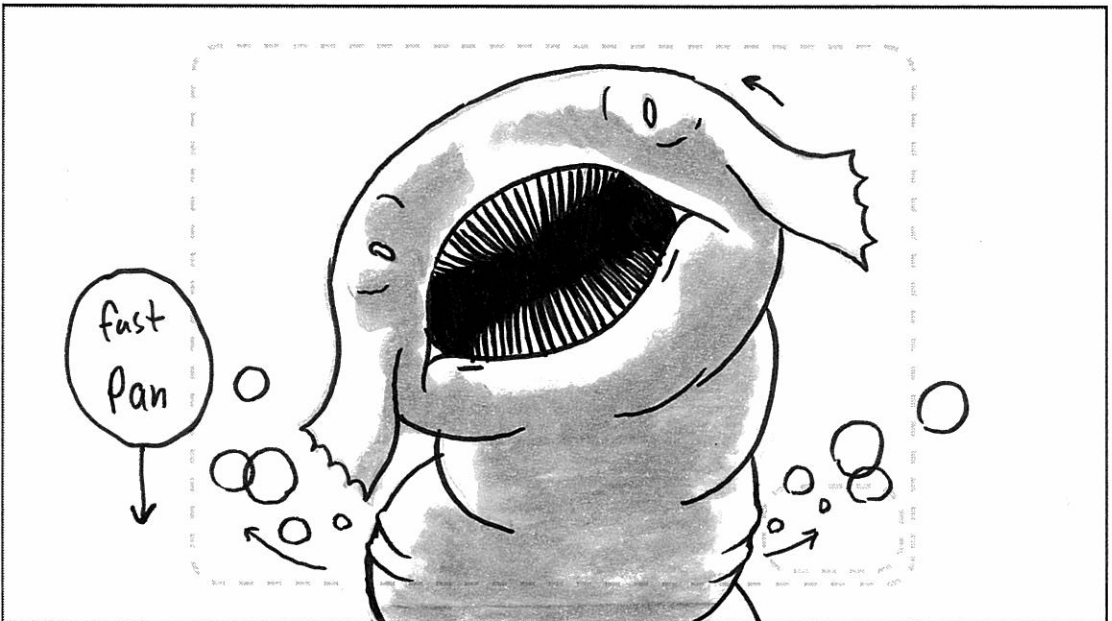


Dialog:

Action:

Timing:

Sc. Pnl. Bg. day night

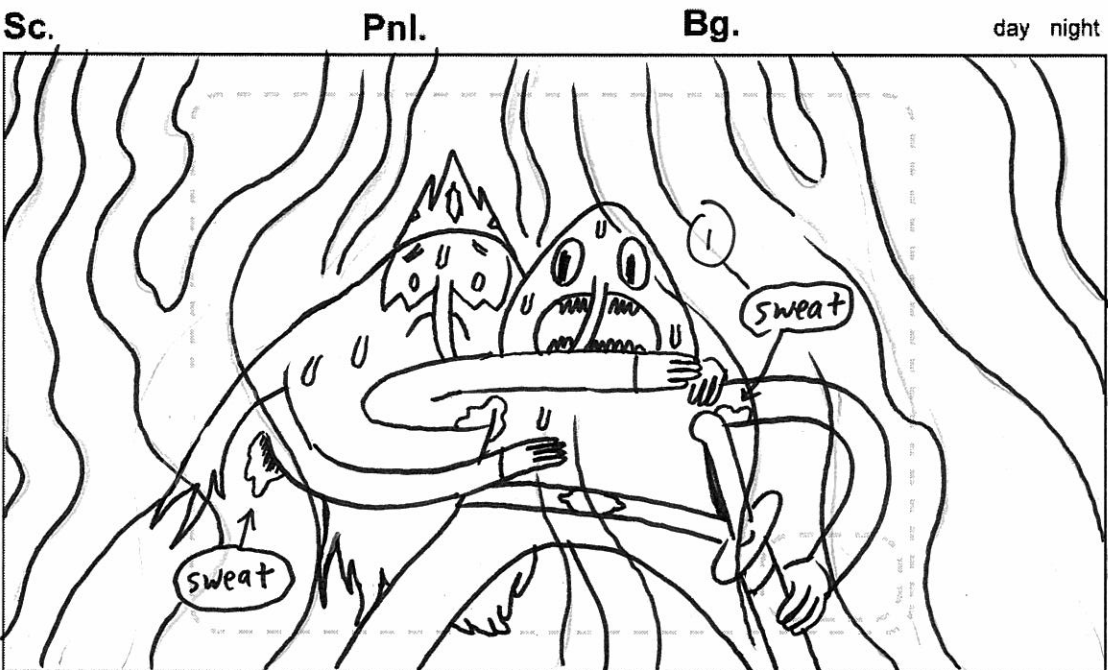
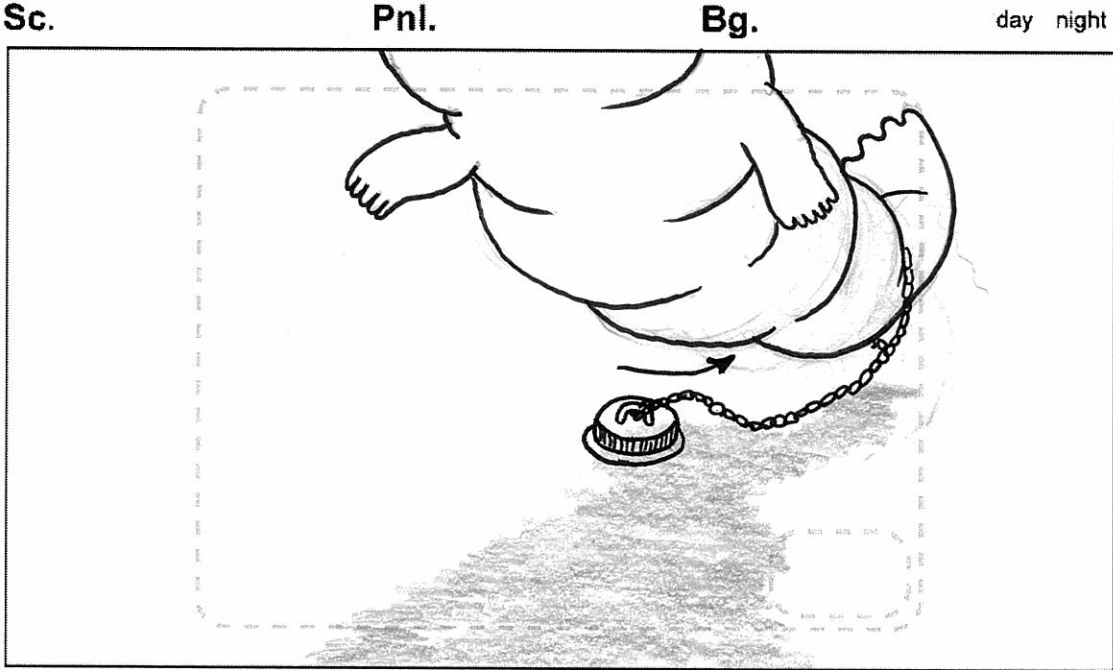


EPISODE #

Production :

1014-113

ADVENTURE TIME



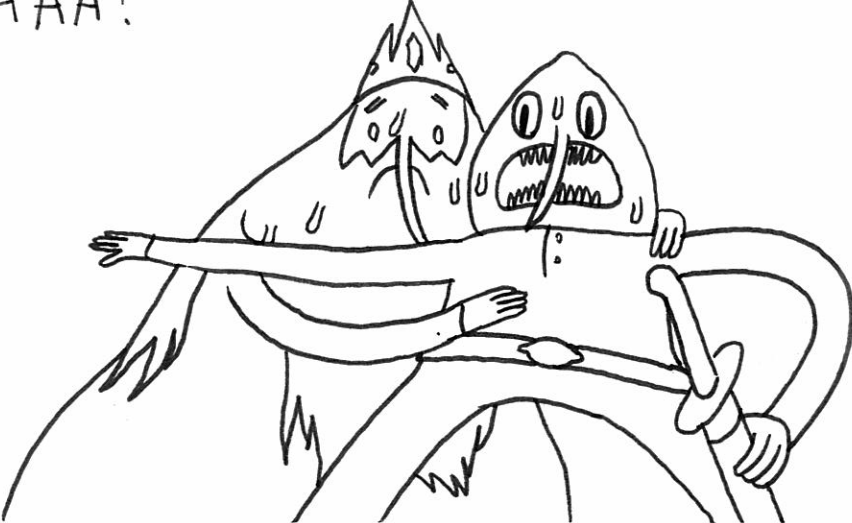
Dialog:

Action:

Timing:

steam
rising

Lg / AAA!



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

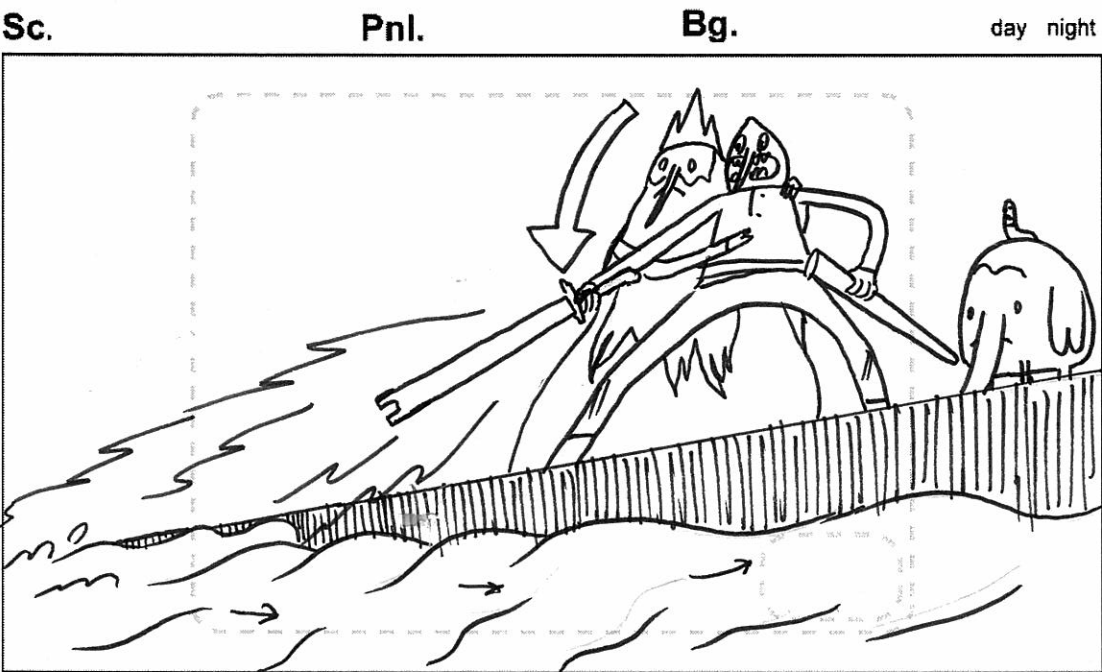
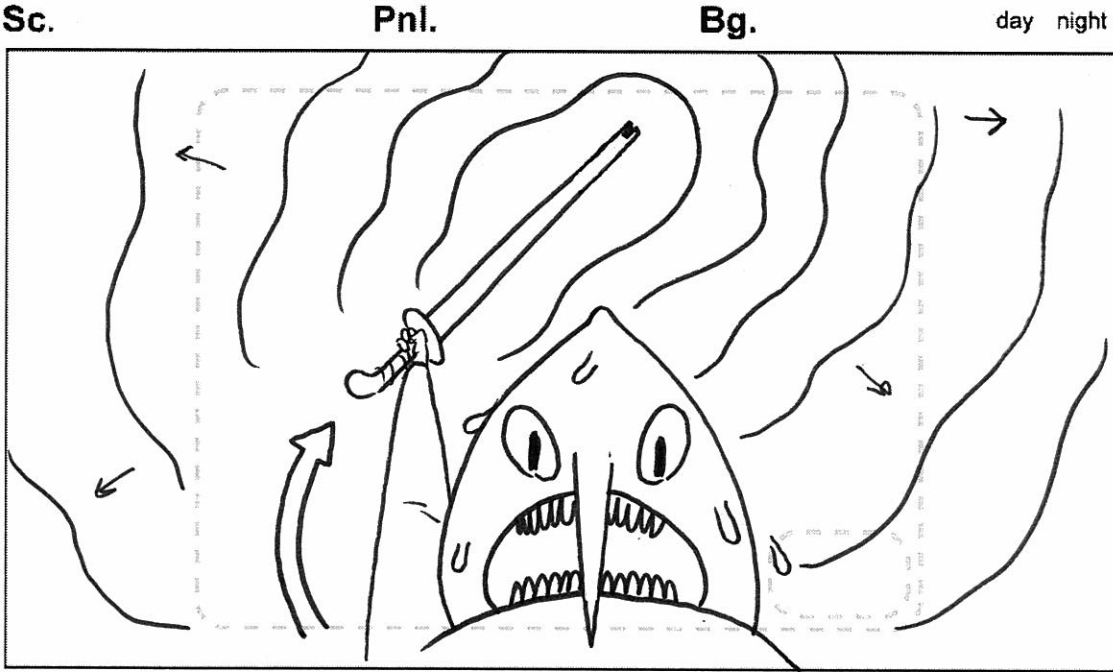
ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |
| | | | | | | | | | |

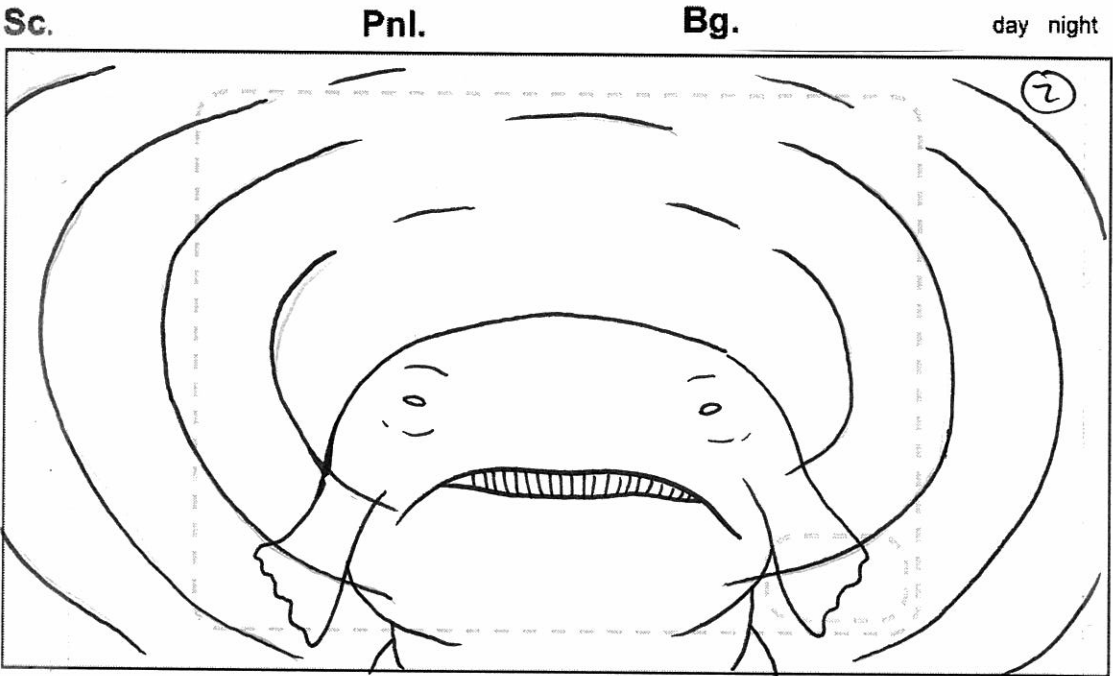
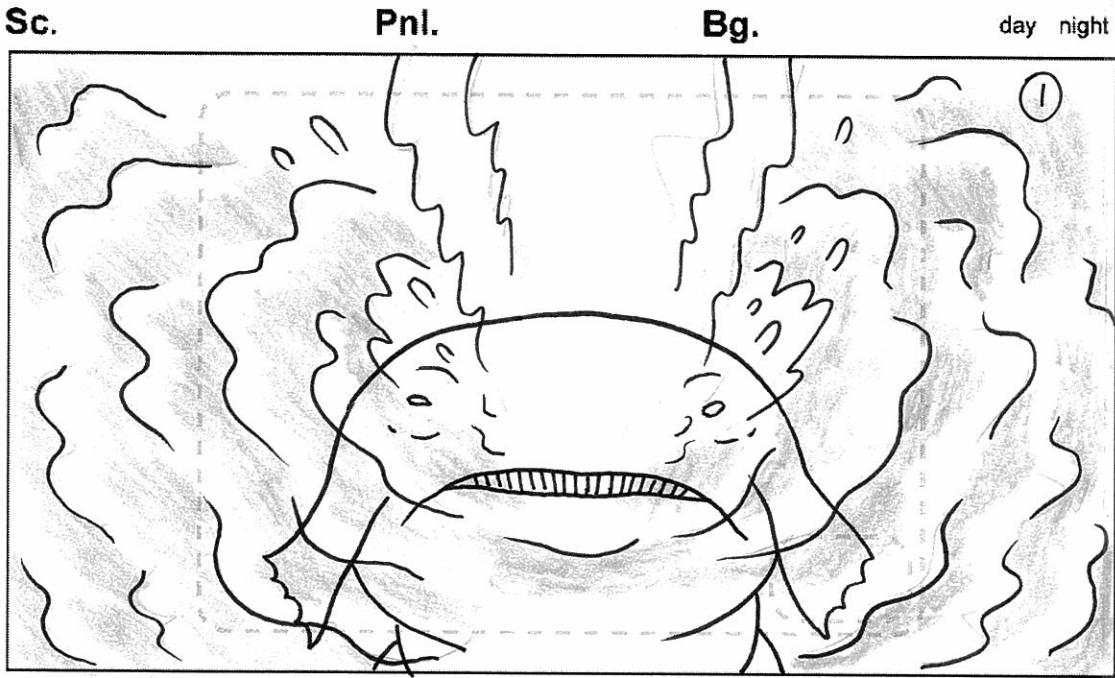
| | | |
|---------|--------------------|---------------------|
| Dialog: | LG / I will use my | (cont) sound sword! |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



| | | |
|---------|----------------------------------|----------------|
| Dialog: | LG/ SOUND SWORD!! | SFX/ = Z B M = |
| Action: | sound waves emanating from sword | |
| Timing: | | |

ADVENTURE TIME



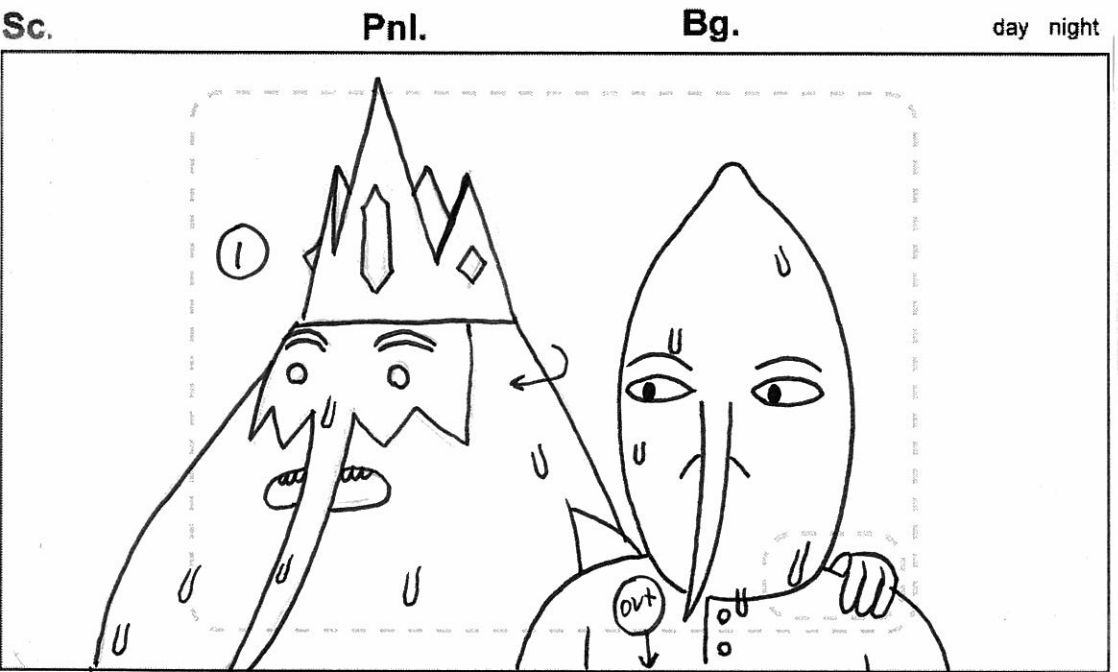
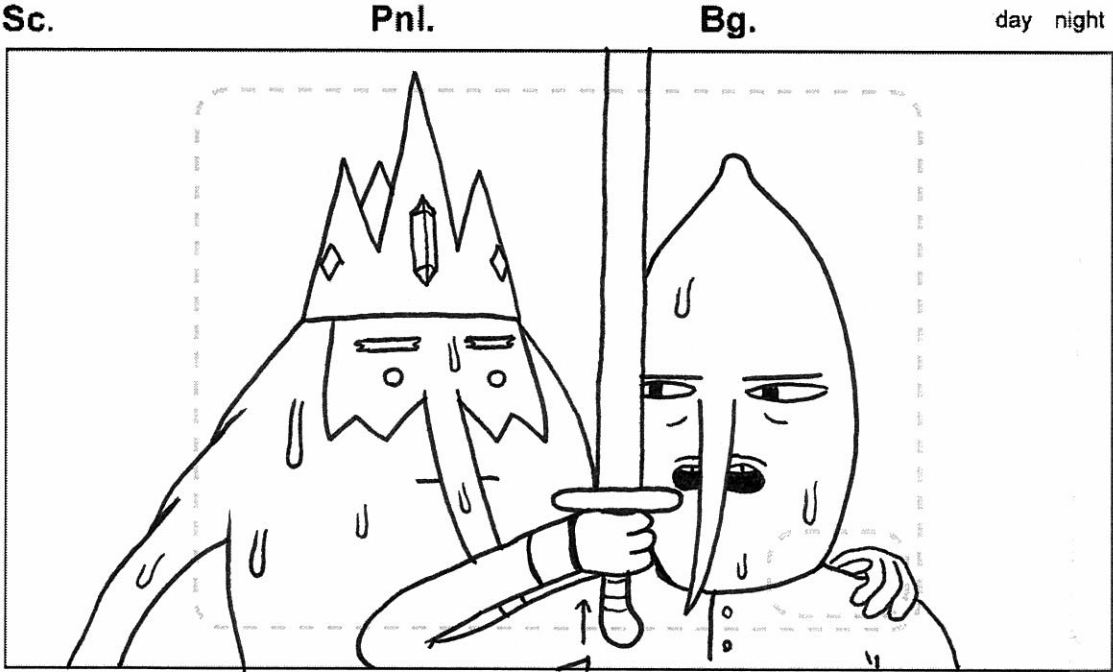
| | |
|---------|--|
| Dialog: | Lemongrab / A A A A A A A → SFX ≡ zom zom zom zom ≡ |
| Action: | cycle 1 + 2 fast |
| Timing: | |

EPISODE # 1014-113
Production :

ADVENTURE TIME



Page 96



Dialog: Lemongrab / hehn...

IK/ ① So how do we ② (phew I'm sweatin' like a pig in here)

Action:

Timing:

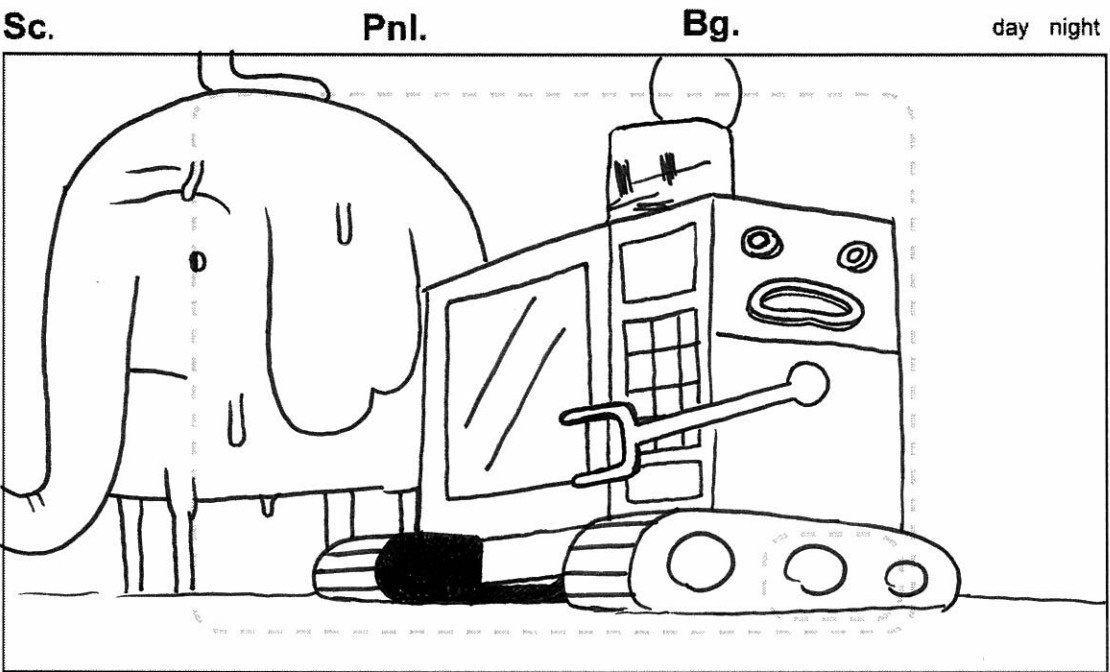
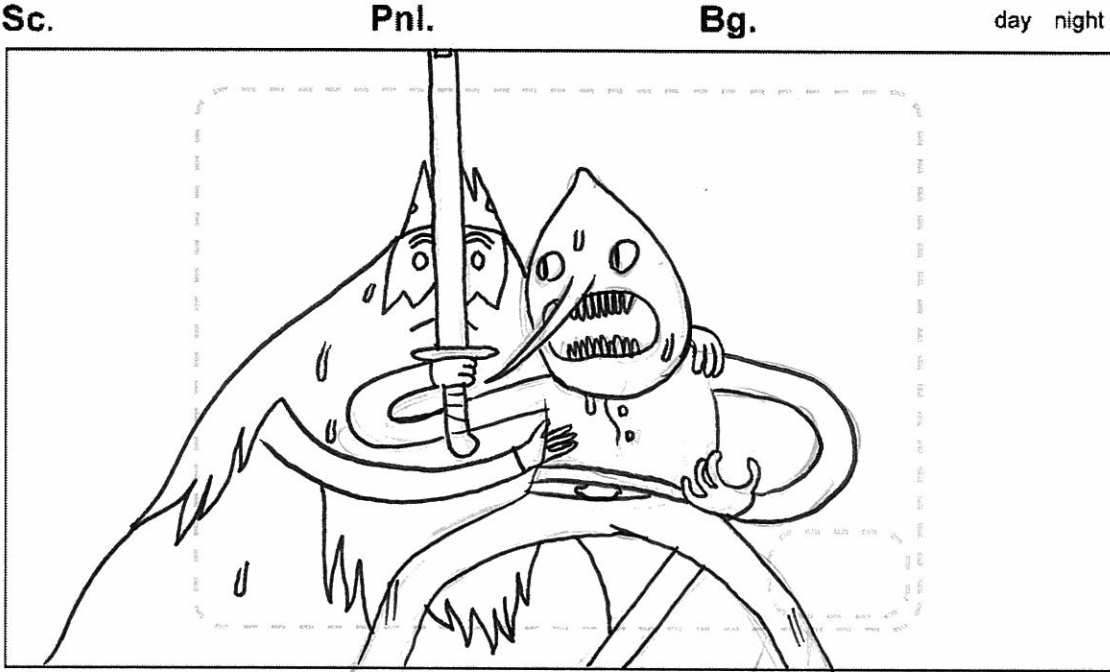


1014-113

EPISODE #

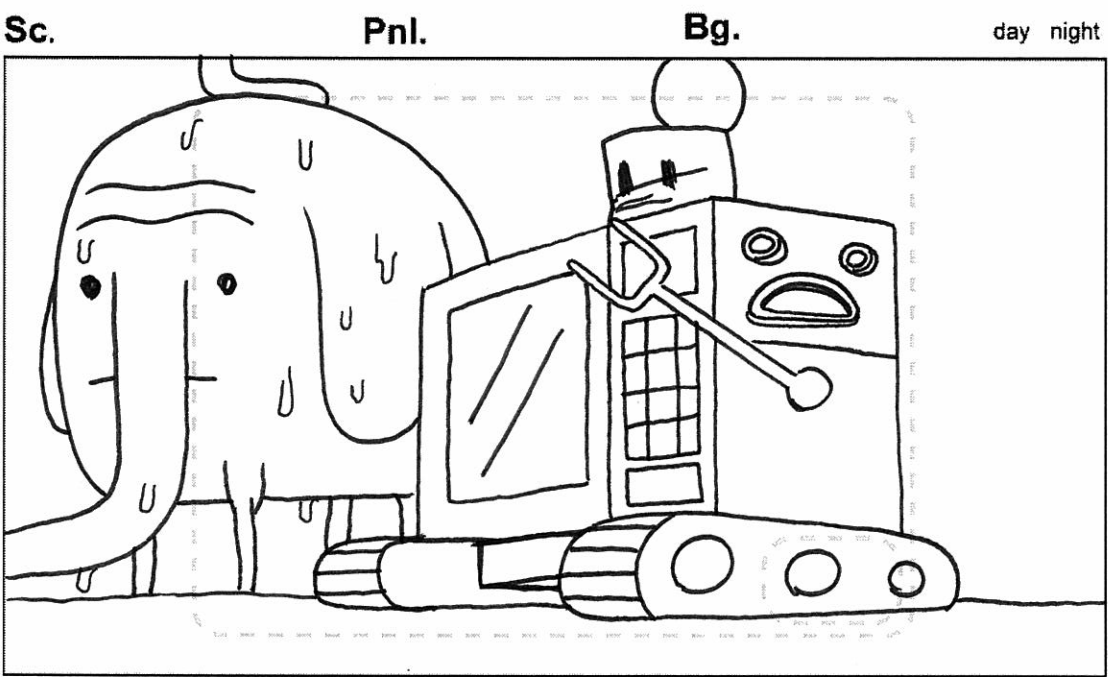
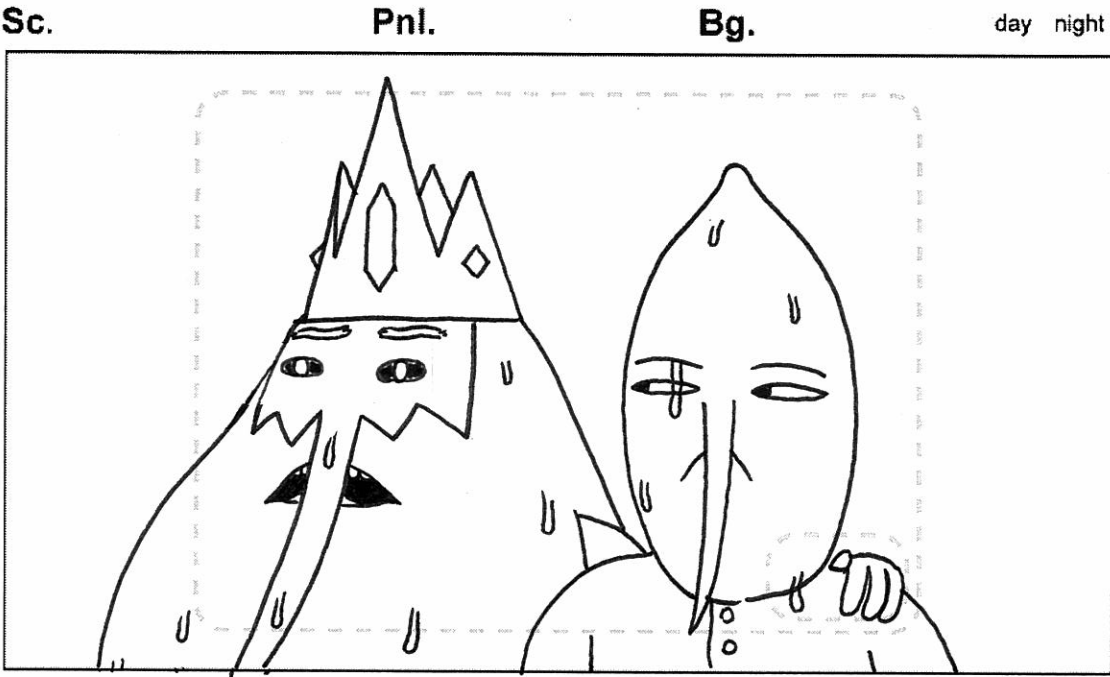
Production :

ADVENTURE TIME



| | | |
|---------|----------------------------|---|
| Dialog: | LG/ THIS SWORD IS BROKEN ! | NEPTR/ It's not the right frequency for this water. |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



Dialog: Ik/ how do we get across without that thing chompin our bits?

Action:

Timing:

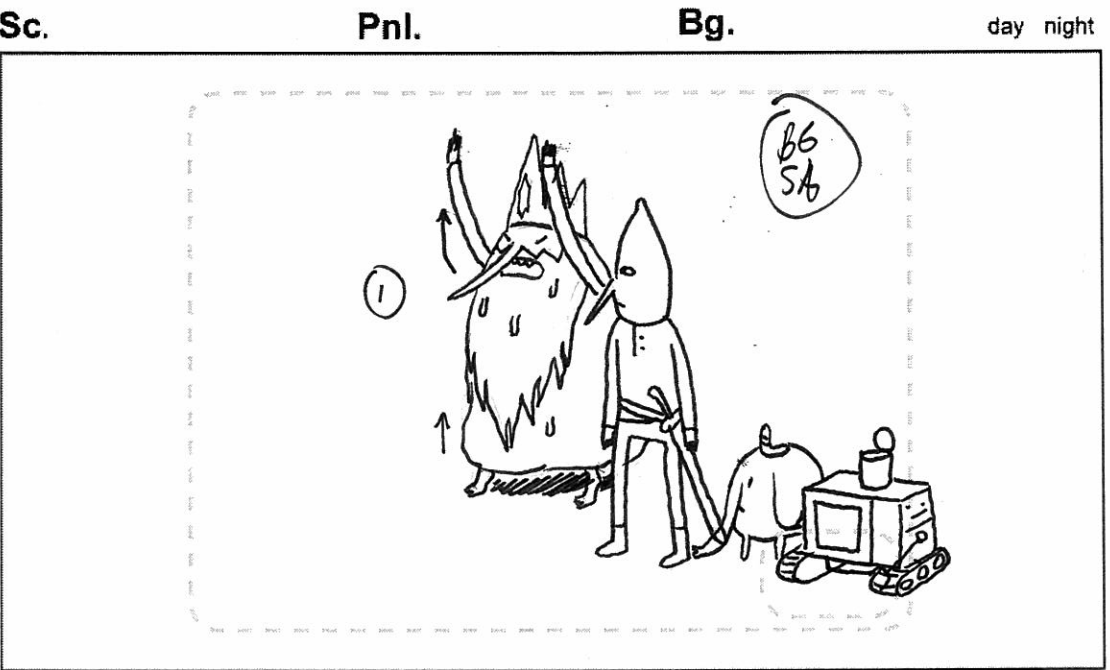
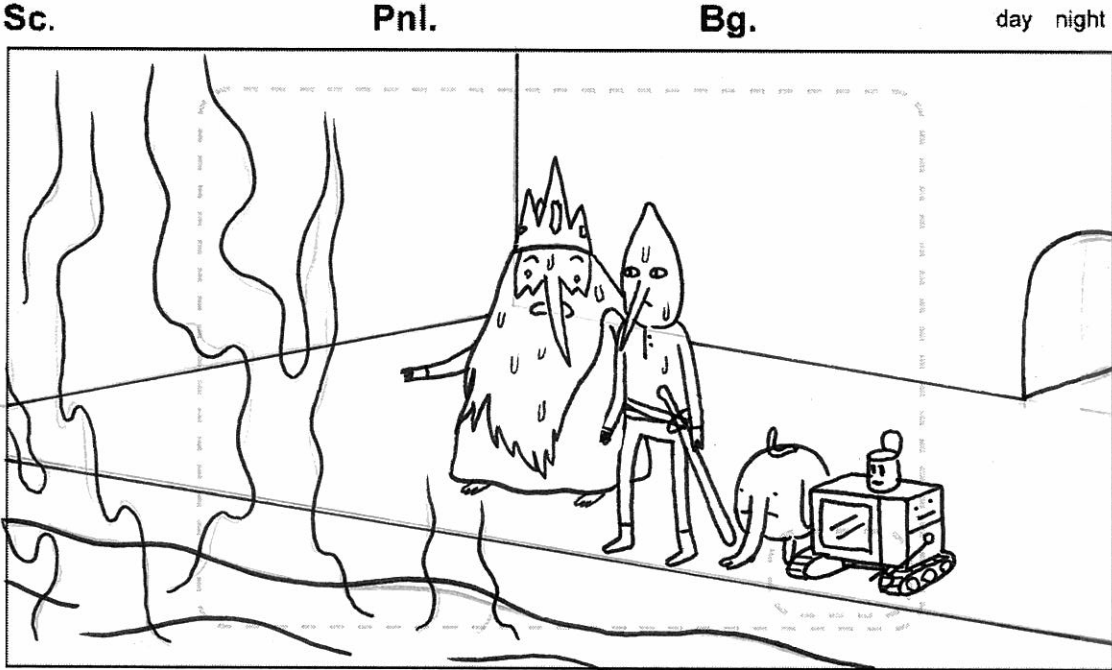


Neptr/ can you fly vs across Papi?

EPISODE # 1014-113

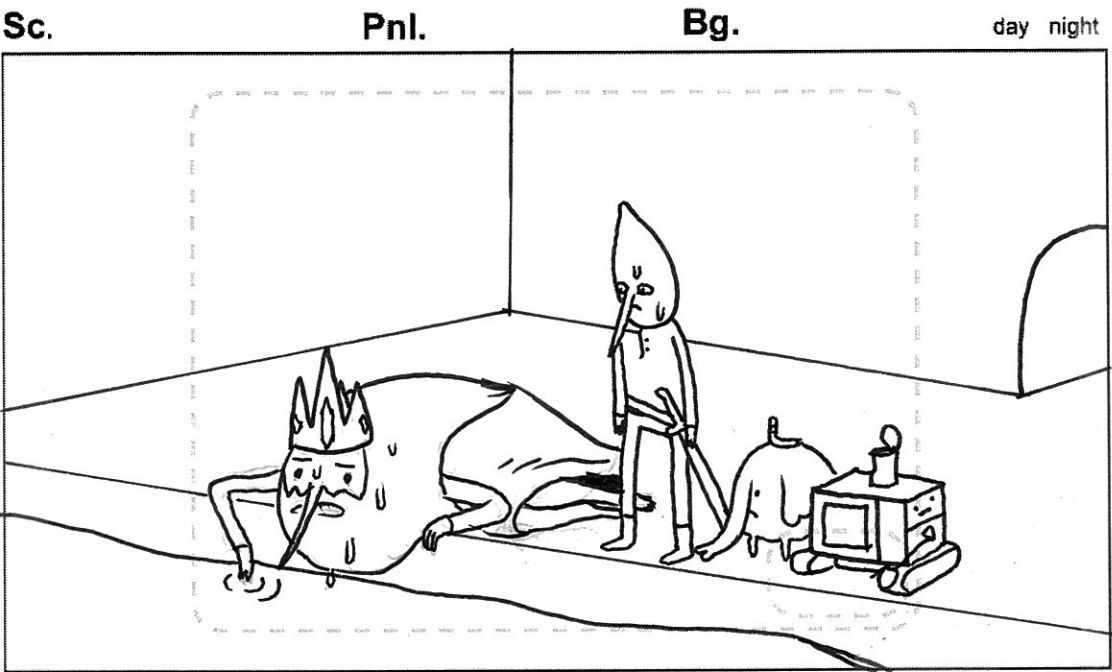
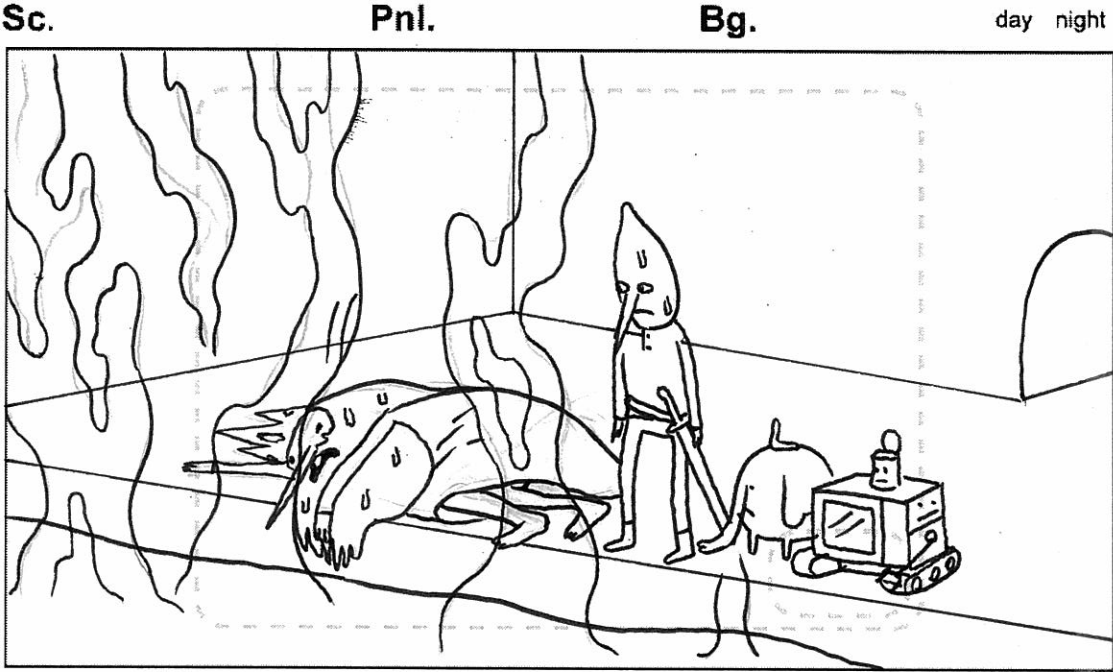
Production :

ADVENTURE TIME



| | | |
|---------|----------------------------|------------|
| Dialog: | IK / Uh, yeah I can try... | IK / Uhhh! |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



Dialog: Ice King / Galdang this heat is negating my powers !

Ice King / I can't do nothing with this steam comin' off the water !

Action:

Timing:

EPISODE #

Production :

1014-113

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

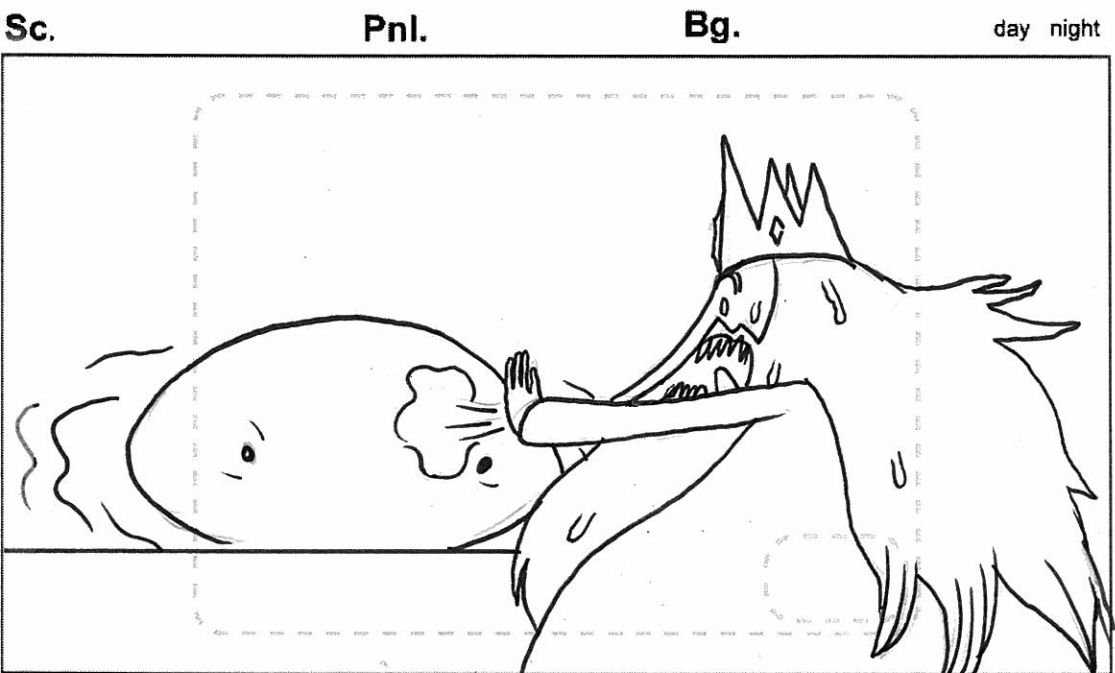
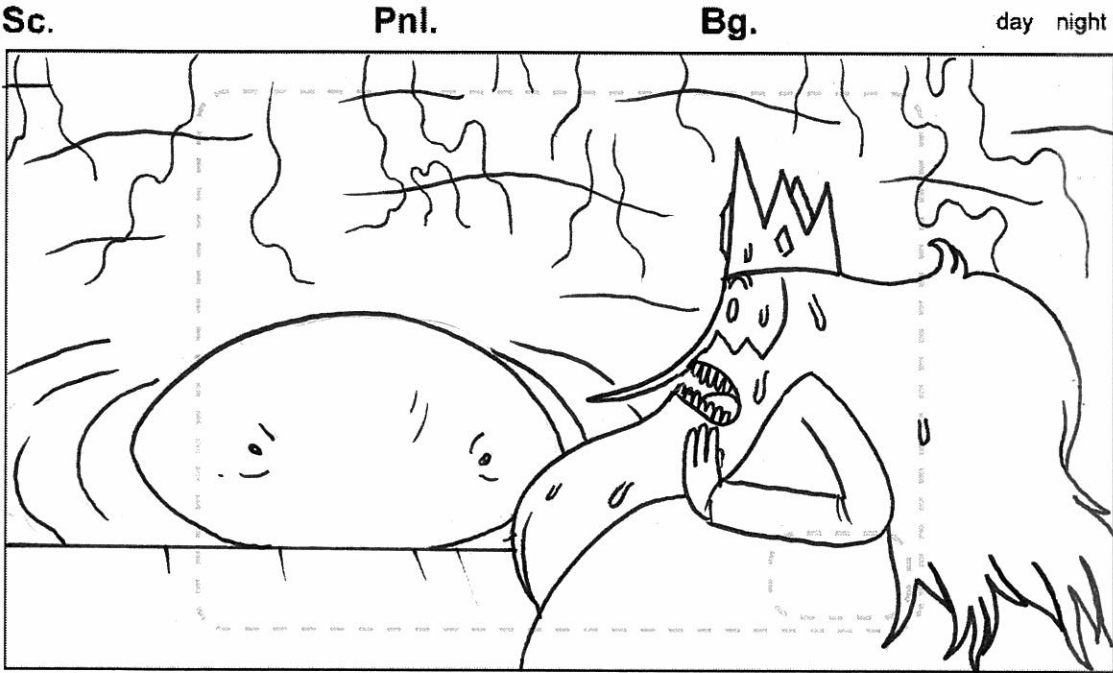
| | | |
|---------|---------------------------|------------|
| Dialog: | sfx/ CHOMP walla/ AA!! | IK/ Dear - |
| Action: | | |
| Timing: | | |

EPISODE #

Production :

1014-113

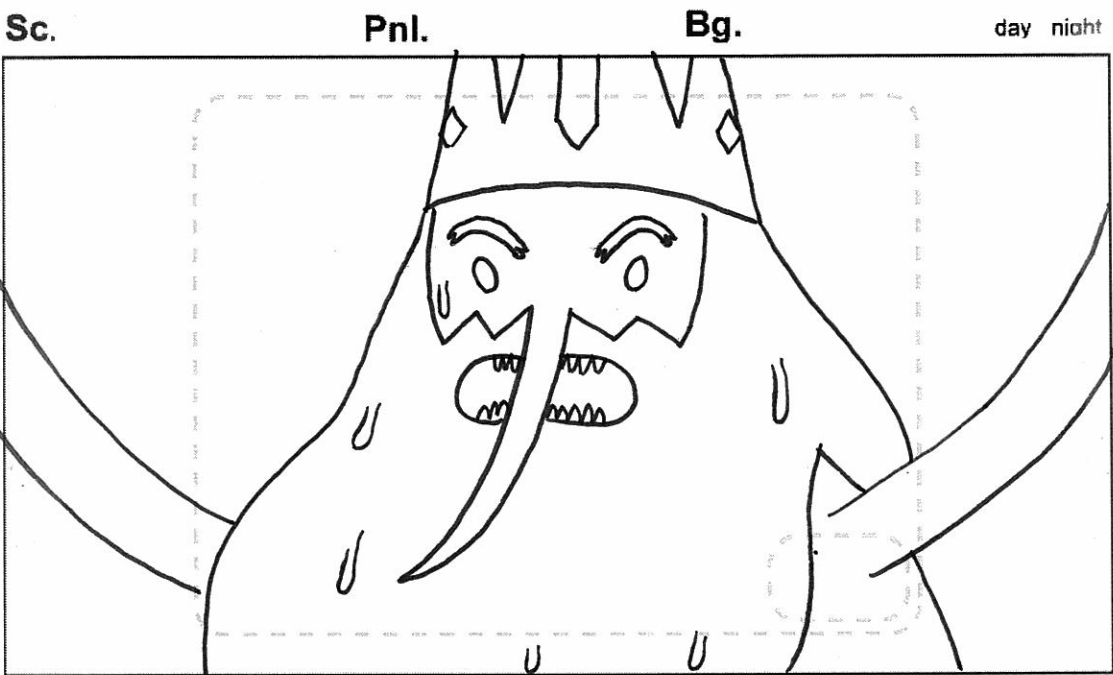
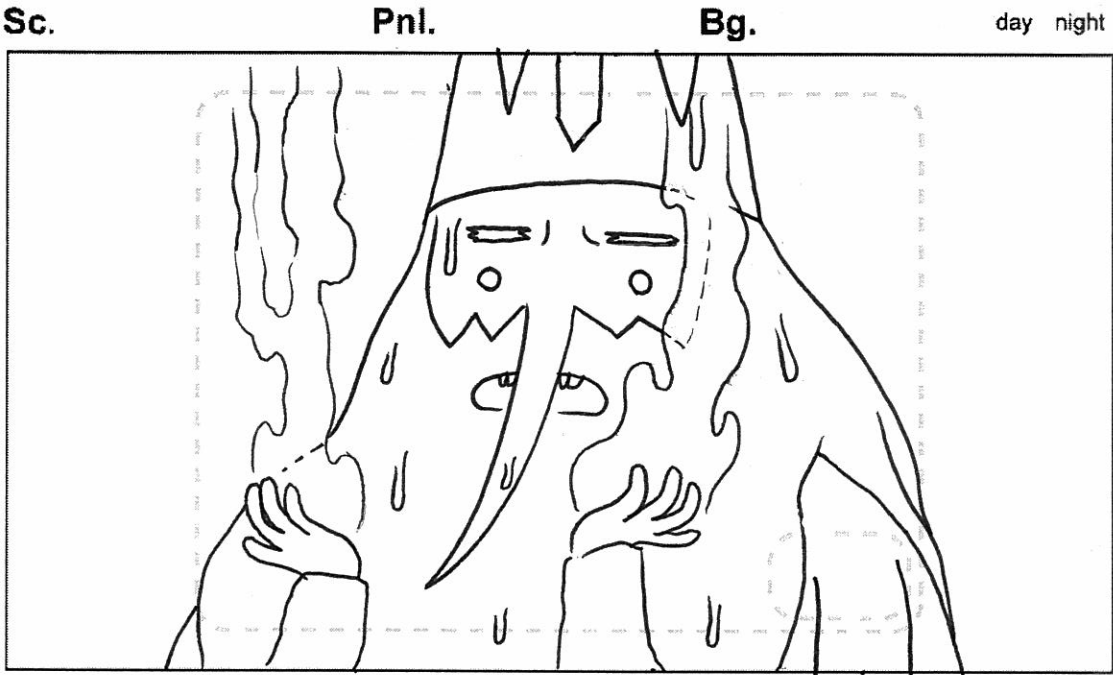
ADVENTURE TIME



| | | |
|---------|------------------------------|-----------|
| Dialog: | 1K (cont) GLOB ! | 1K/ ZAP ! |
| Action: | shoots steam out of his hand | |
| Timing: | | |

EPISODE # 1014-113
Production :

ADVENTURE TIME



Dialog:
1K10Ach! Look at this!
② Tbthbth!

Action:

Timing:



1K1 Well that's it. Show's over!
I'll just die here and
y'all can eat my body
if you wanna survive.

EPISODE #

Production :

1014-113

ADVENTURE TIME



Sc. Pnl. Bg. day night

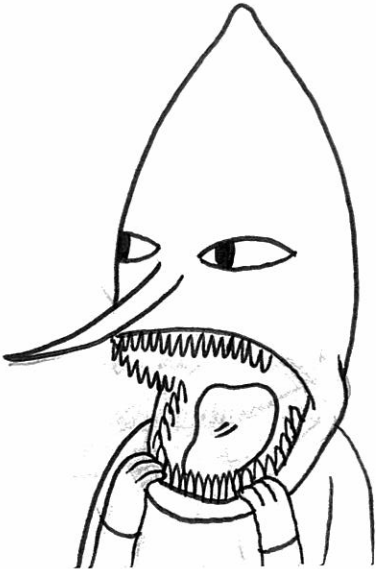
Sc. Pnl. Bg. day night

Dialog:

≡POP≡

Action:

Timing:



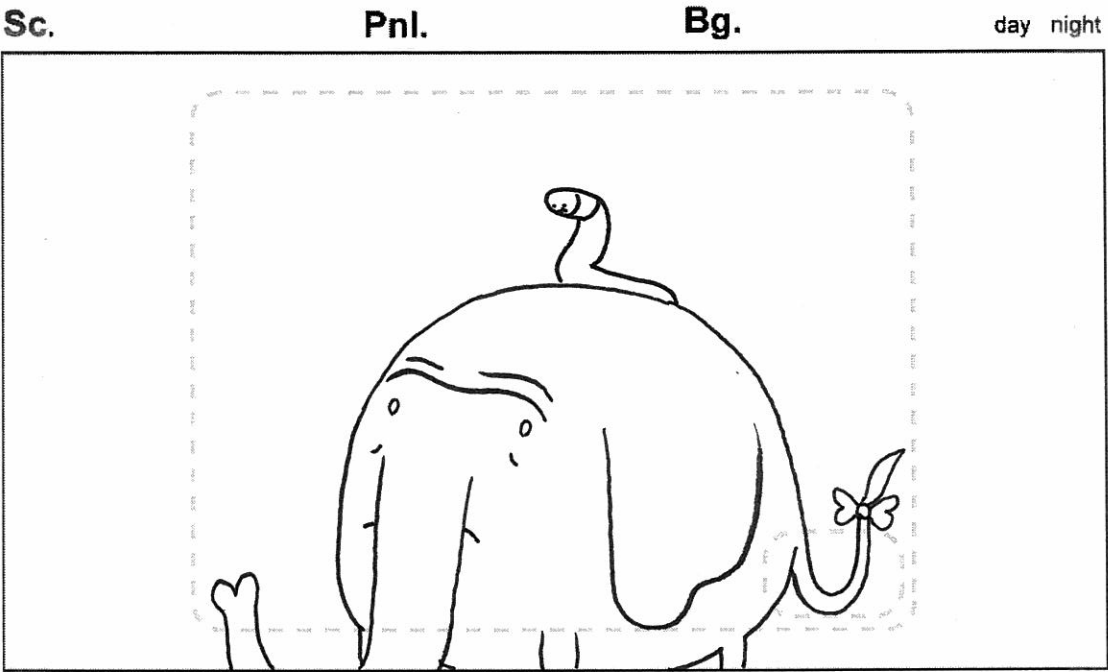
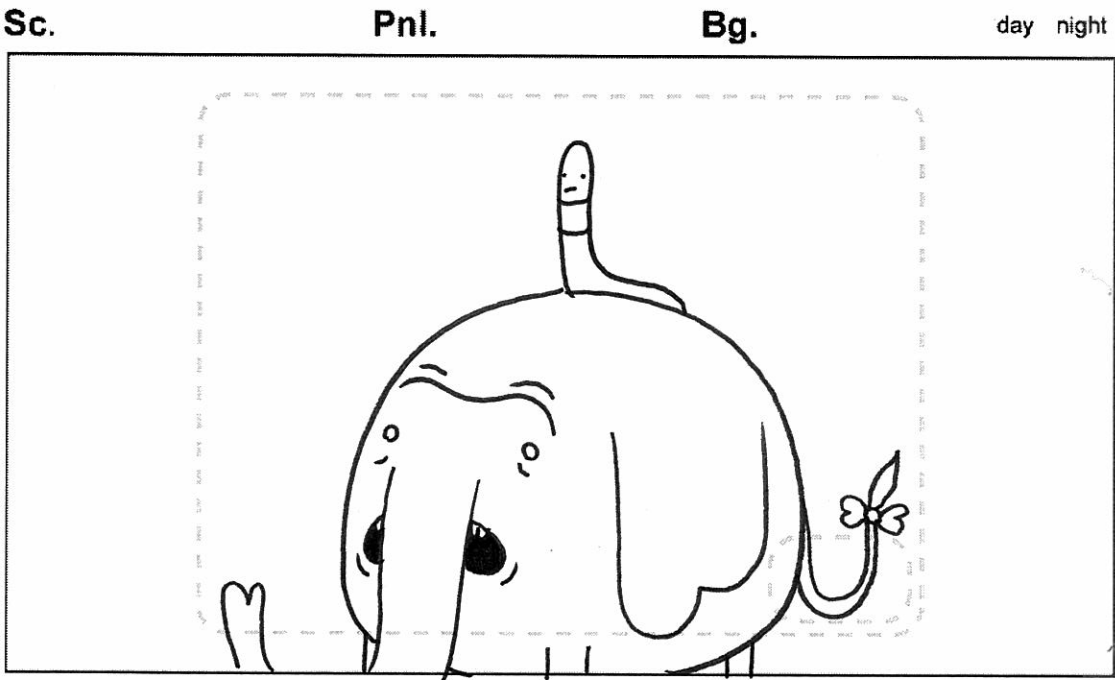
Ice King/ Dear lord!

1014-113

EPISODE #

Production :

ADVENTURE TIME



Dialog: TT :: Golly! How're we ever going to worm our way out of this fishy situation?

Action:

Timing:

EPISODE #

Production :

1014-113

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



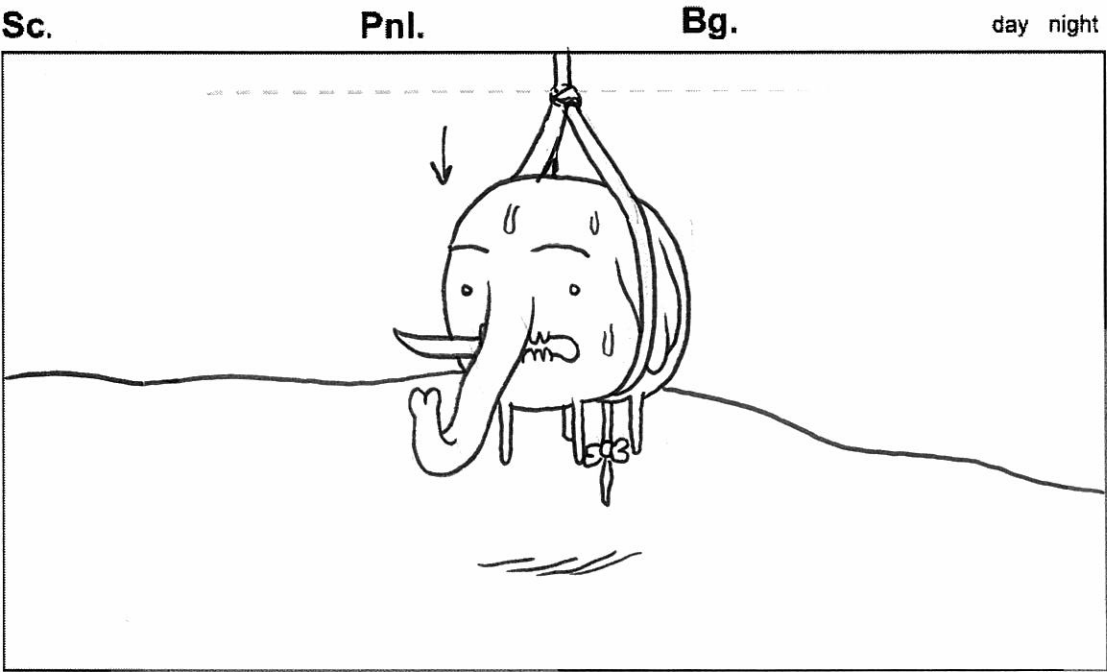
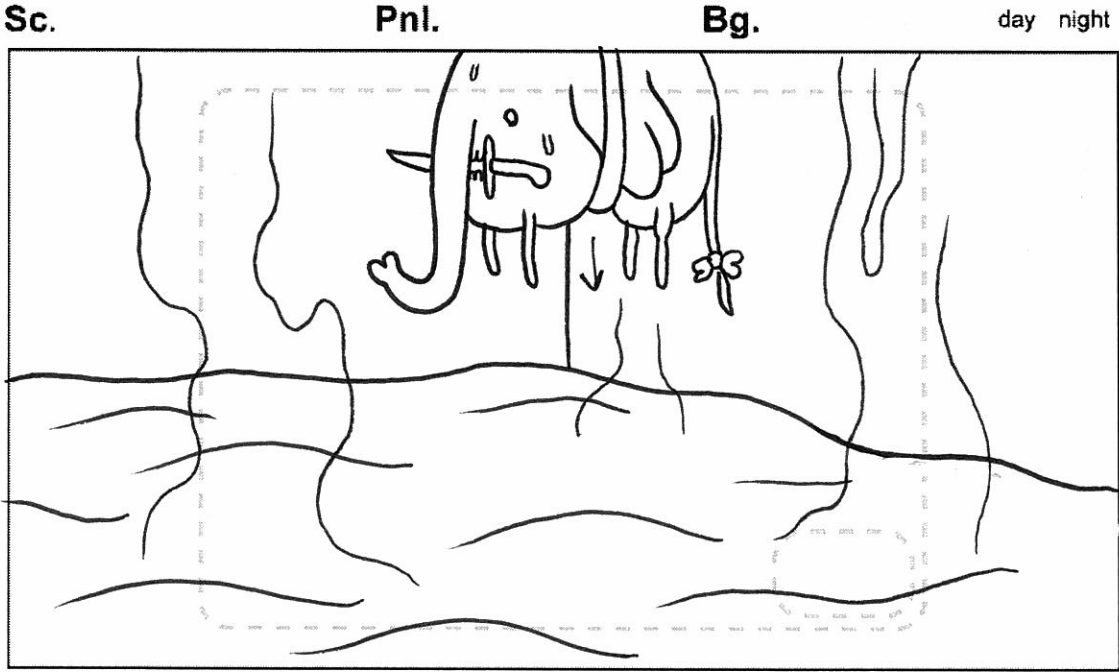
| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | |
|---------|----------------------------------|
| Dialog: | shelby / I think I have an Idea. |
| Action: | |
| Timing: | |

EPISODE # 1014-113
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE # 1014-113
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

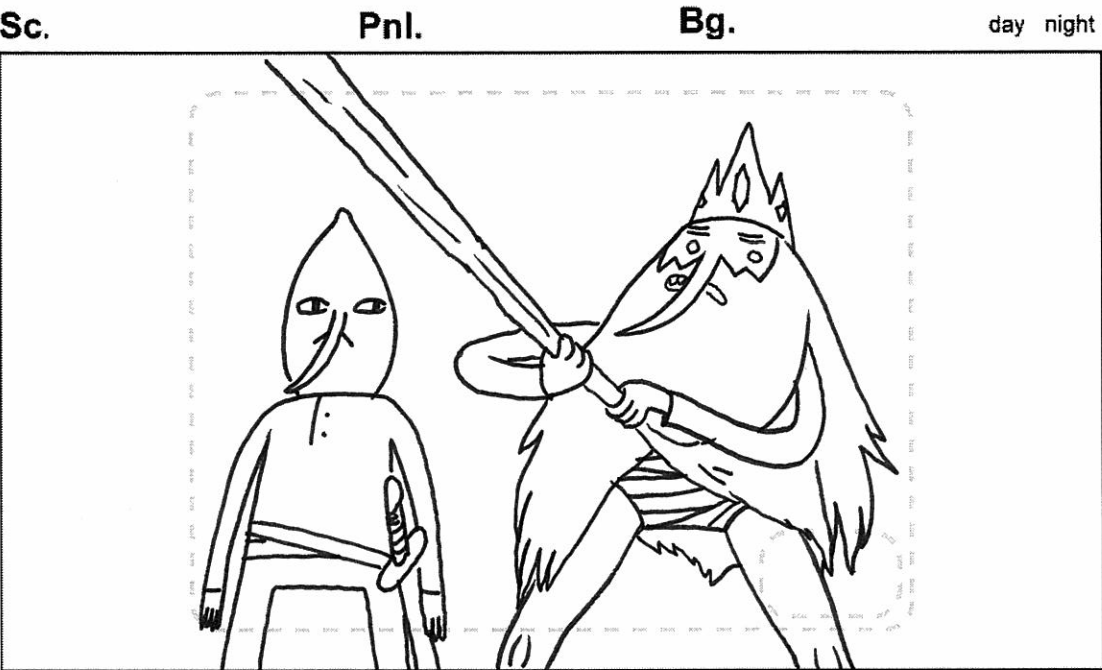
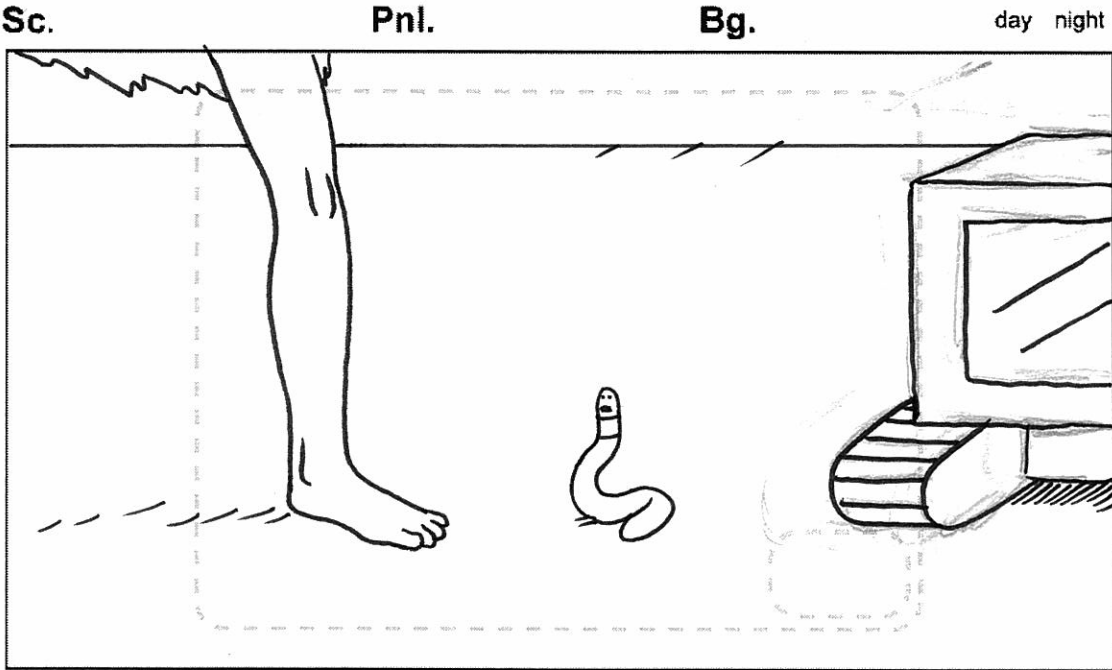
| | | |
|---------|--|-------------------------|
| Dialog: | Shelby / That's a-girl Tree Trunks. | Shelby / You can do it! |
| Action: | | |
| Timing: | | |

1014-113

EPISODE #

Production :

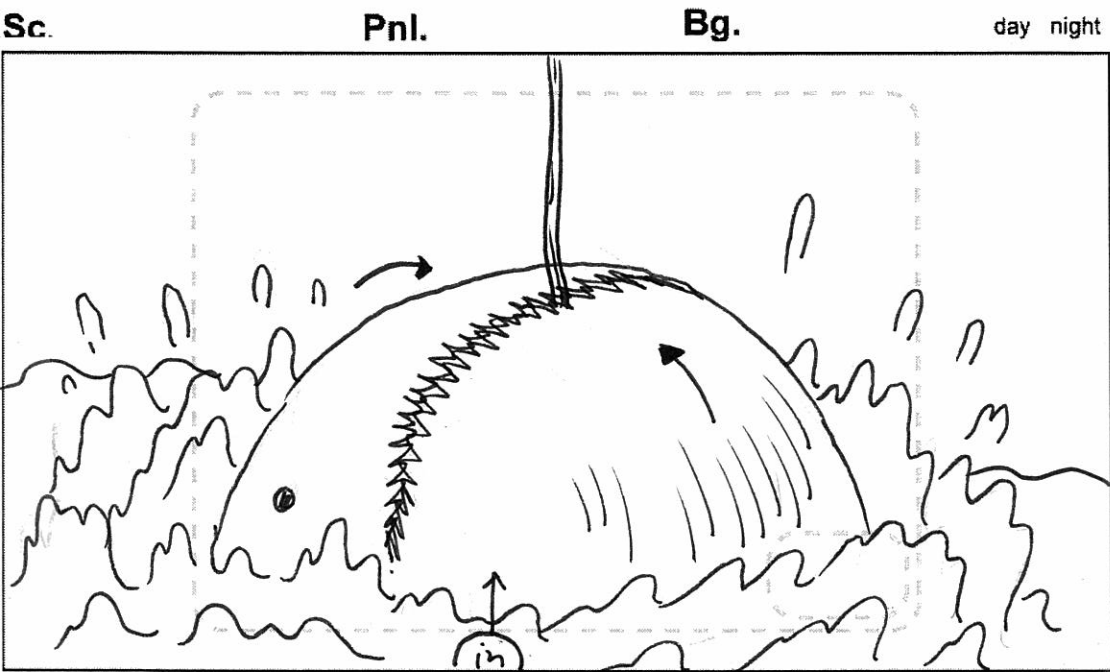
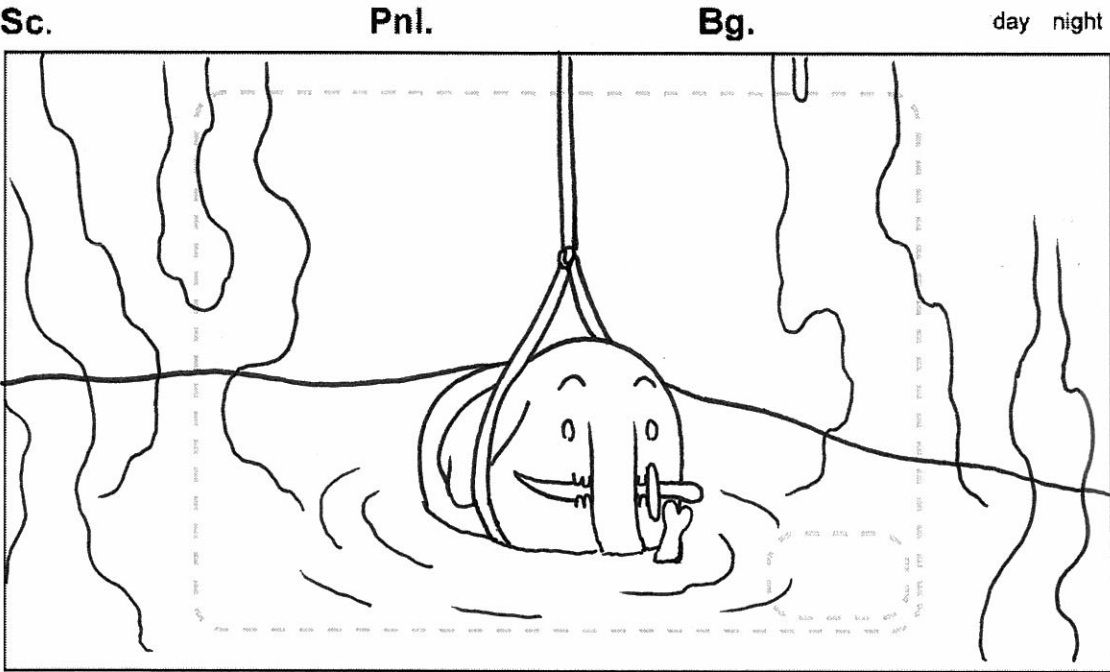
ADVENTURE TIME



| | | |
|---------|-------------------------------|---|
| Dialog: | Shelby/ Ah, this'll work fine | Ik/ Alright, but you're a <u>worm</u> so... |
| Action: | | |
| Timing: | | |

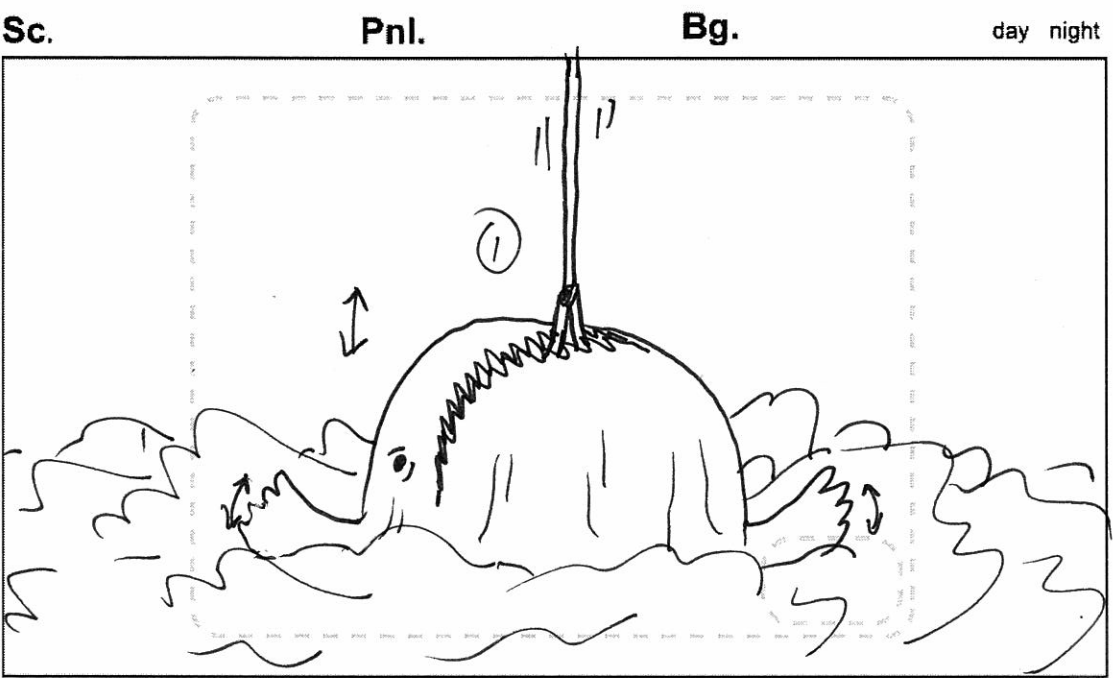
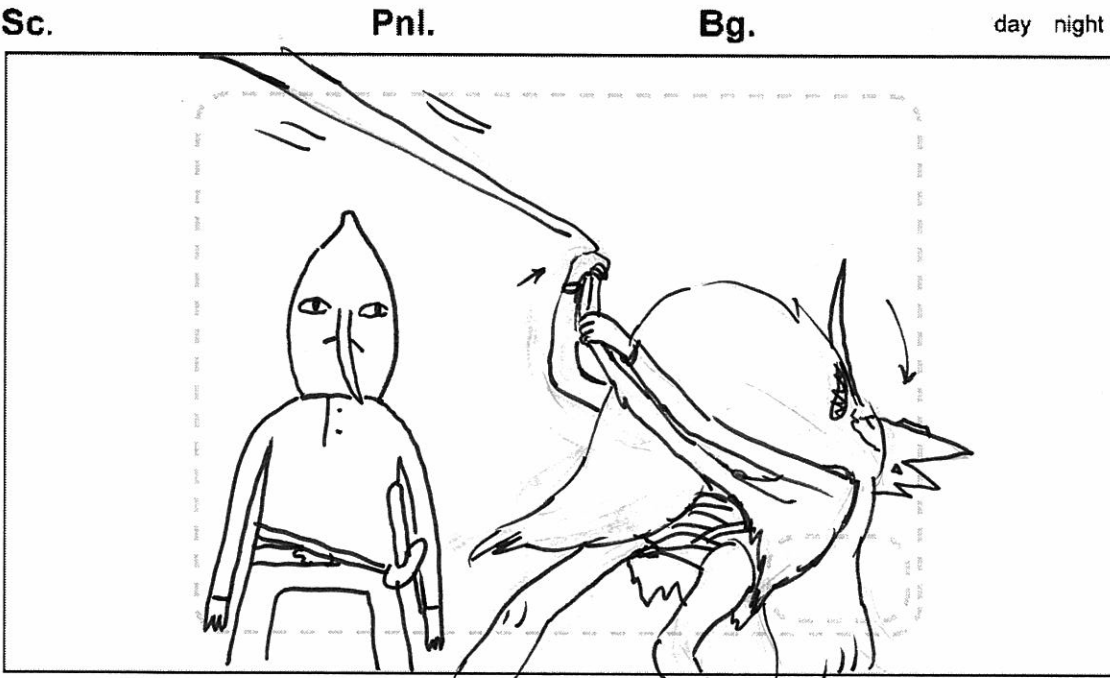
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| | | |
|---------|----------------------------------|-------|
| Dialog: | TT/ Ooh! That's warm on my junk! | CHOMP |
| Action: | fish chomps Tree Trunks | |
| Timing: | | |

ADVENTURE TIME



Dialog: IK! UHN! —————> UNGH!!

Action: Fish splashing up + down

Timing:

EPISODE #

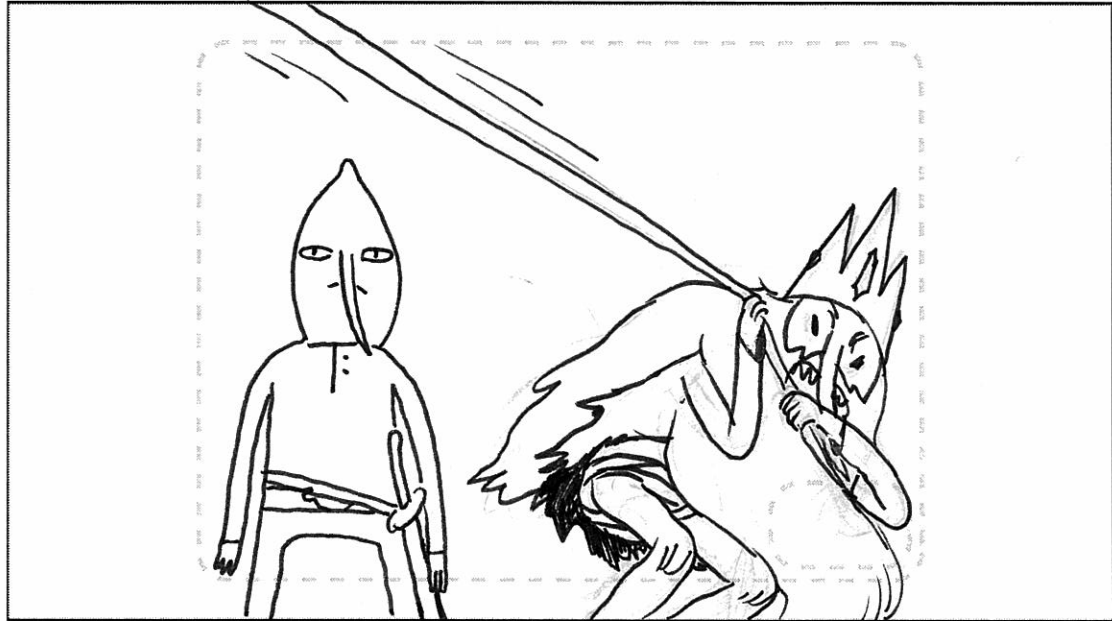
Production :

1014-113

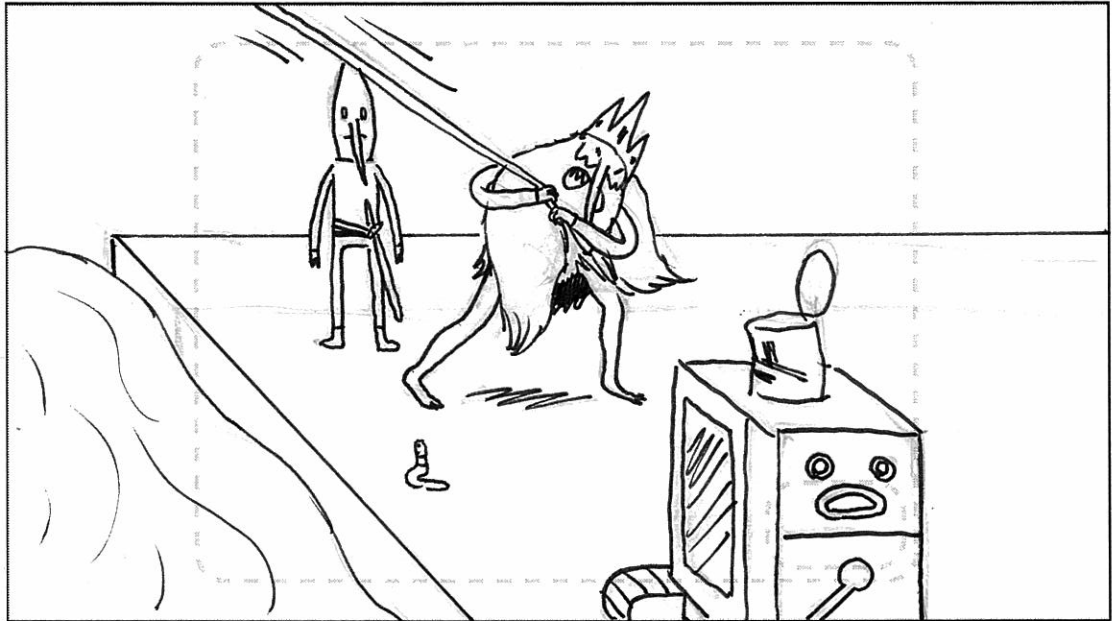
ADVENTURE TIME



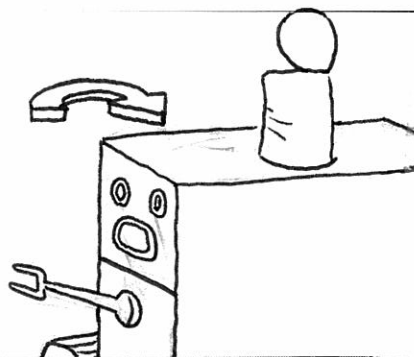
Sc. Pnl. Bg. day night



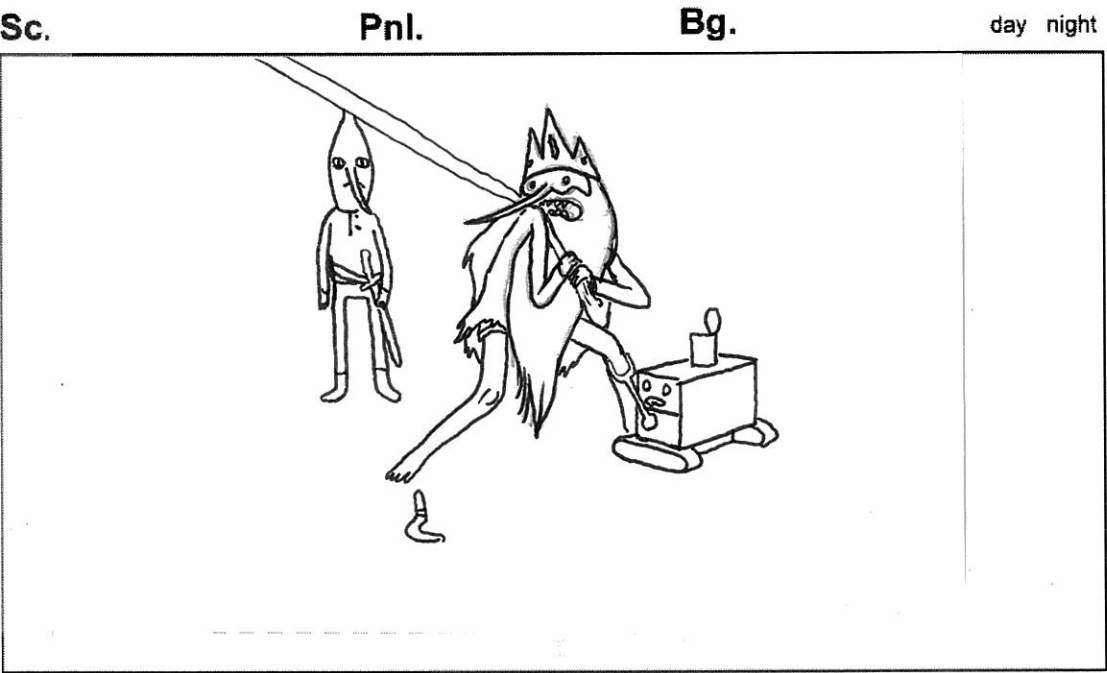
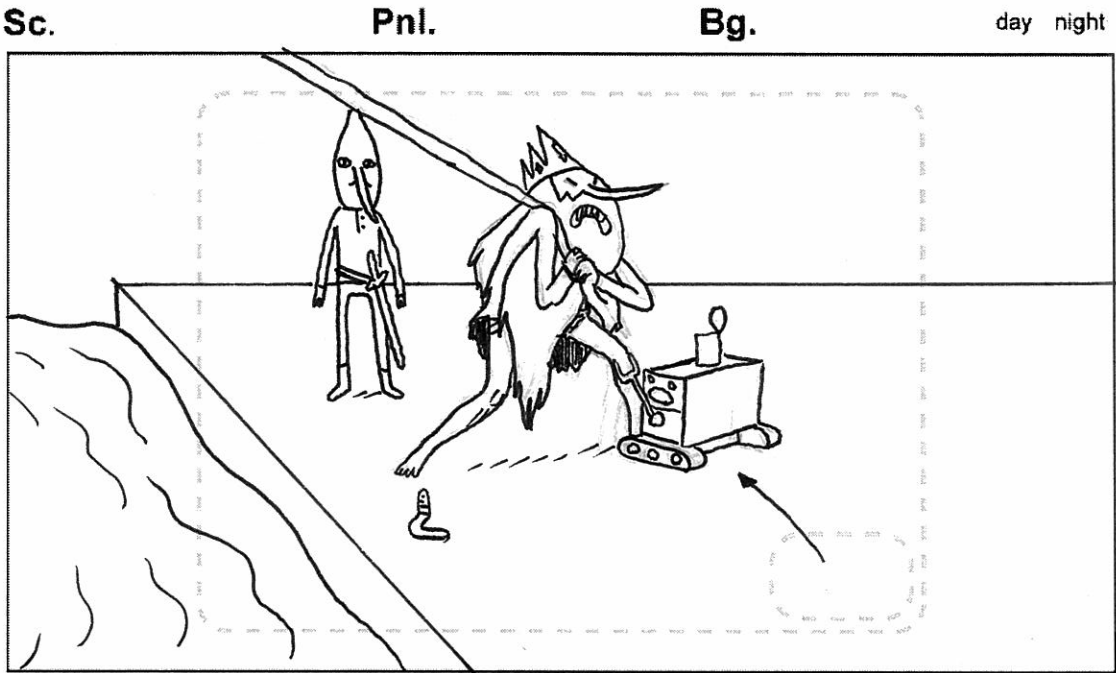
Sc. Pnl. Bg. day night



| | | |
|---------|-------------------|------------------|
| Dialog: | 1K/ Help me guys! | Neptu/ yes papi! |
| Action: | | |
| Timing: | | |



ADVENTURE TIME



Dialog:

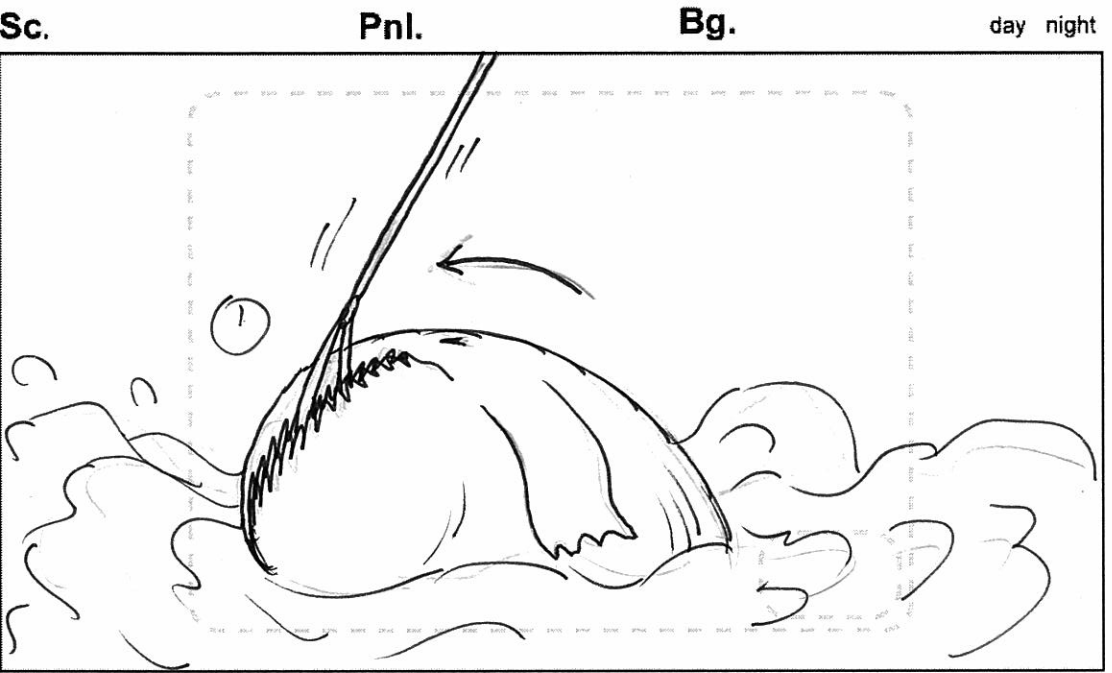
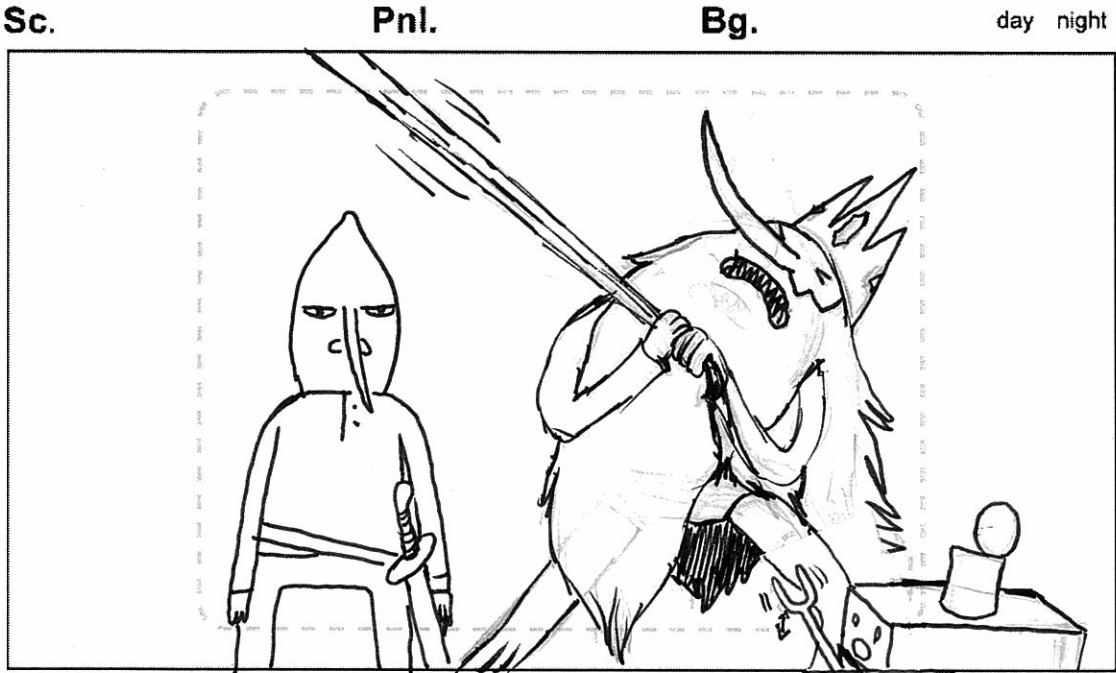
IK: < UNGGG... >

Action:

Timing:

Ice King / Lemongrab, come on!

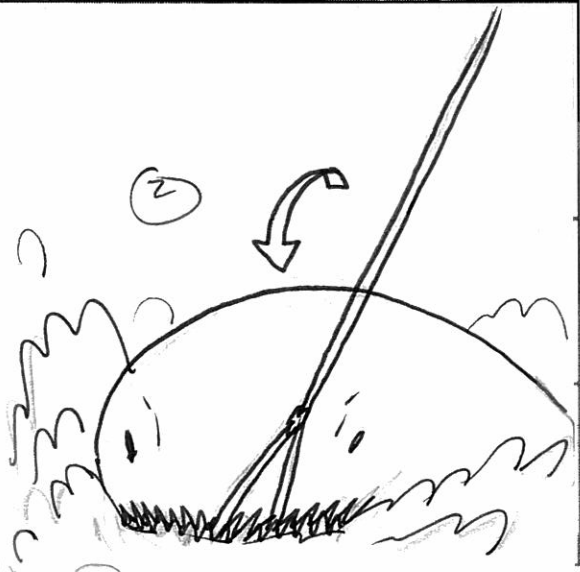
ADVENTURE TIME



Dialog:
Lemon Grab/ ehnn...
(IK PULLING CONT)

Action:
Nepr hand moving up and down

Timing:



EPISODE #

Production :

1014-113

ADVENTURE TIME

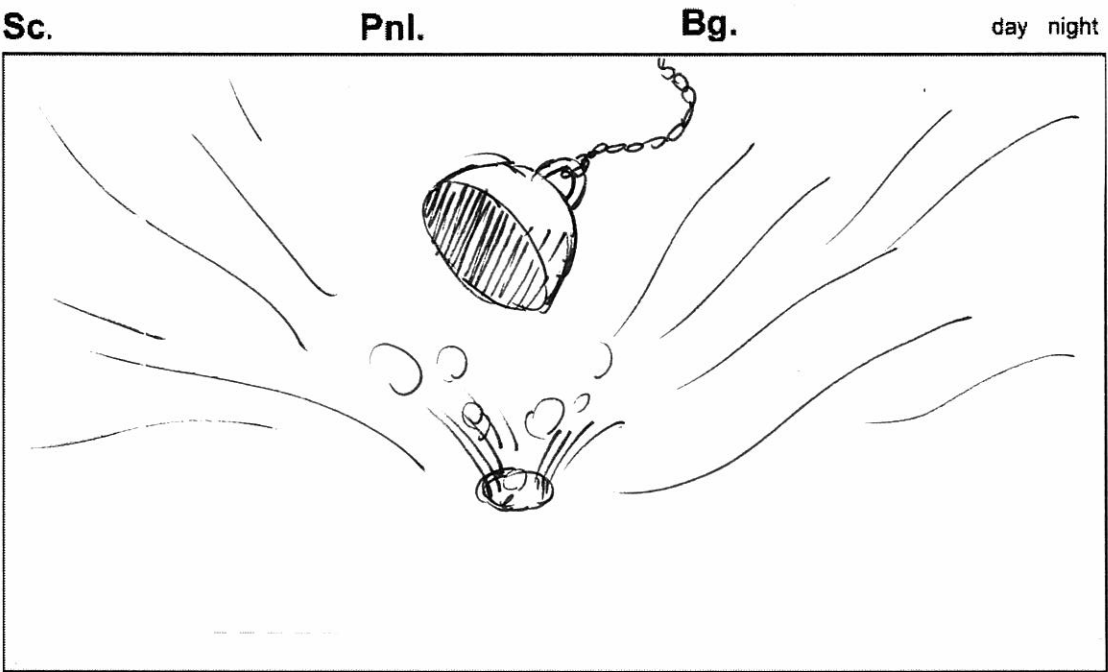
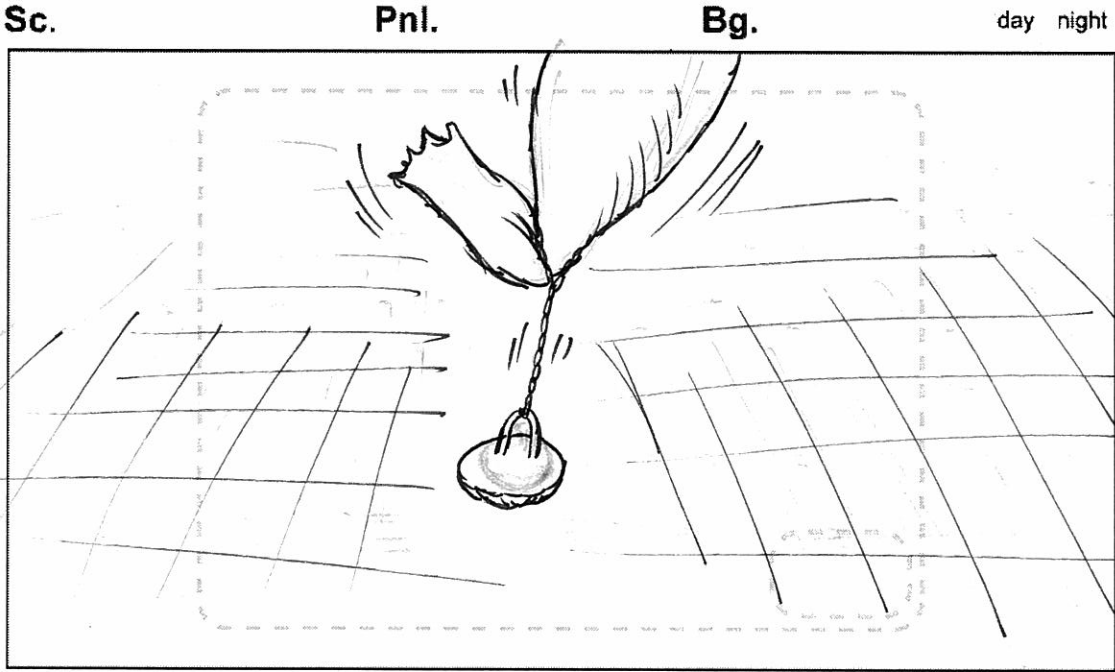


Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

| | | |
|---------|------------------------|------------|
| Dialog: | LG/ ehh... lk/ nyaa | lk/ WOA !! |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



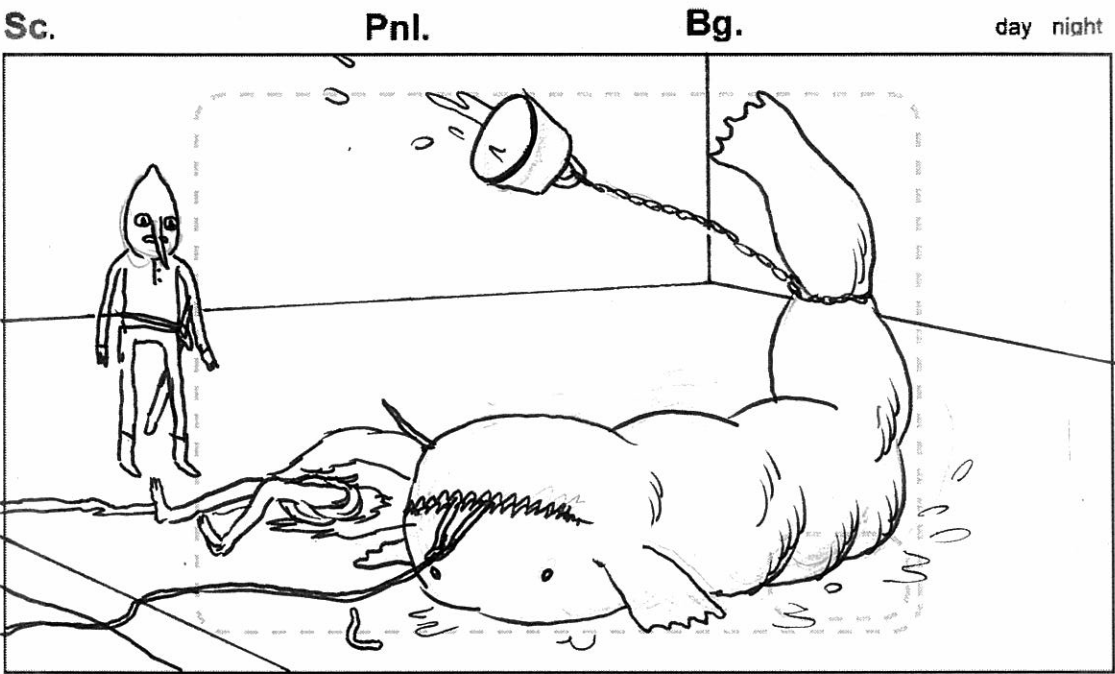
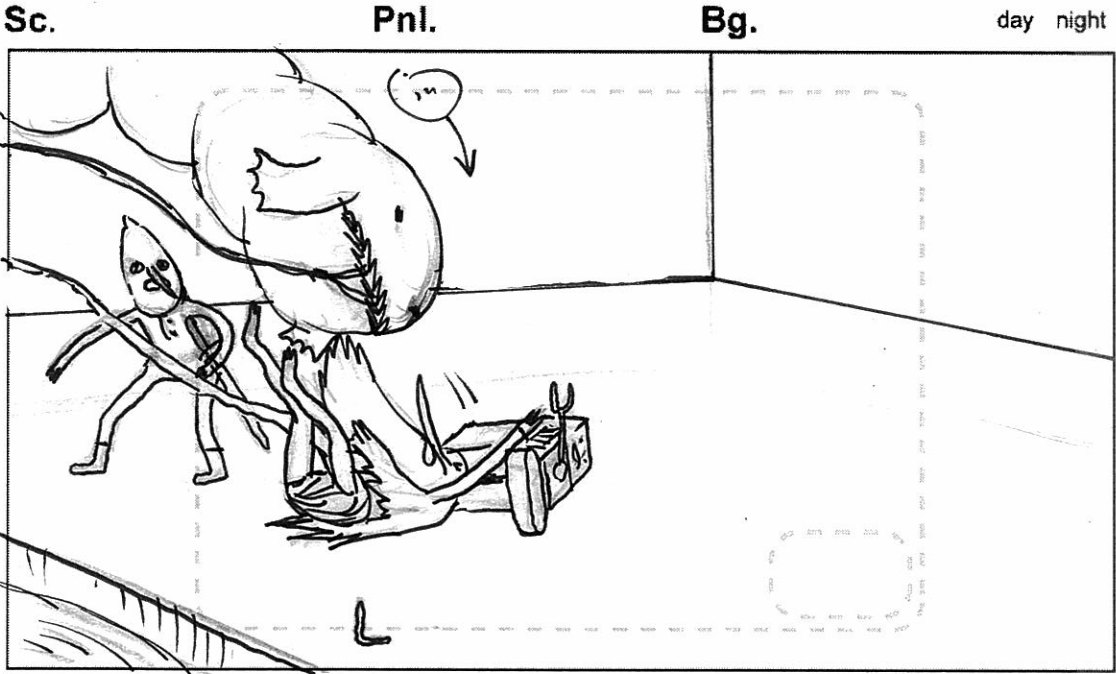
| | |
|---------|---------|
| Dialog: | = pop = |
| Action: | |
| Timing: | |

EPISODE #

Production :

1014-113

ADVENTURE TIME



| |
|---|
| Dialog: |
| sfxl sound of water flowing down drain. IK: oof! |
| Action: |
| Timing: |

= flop =

EPISODE #

Production :

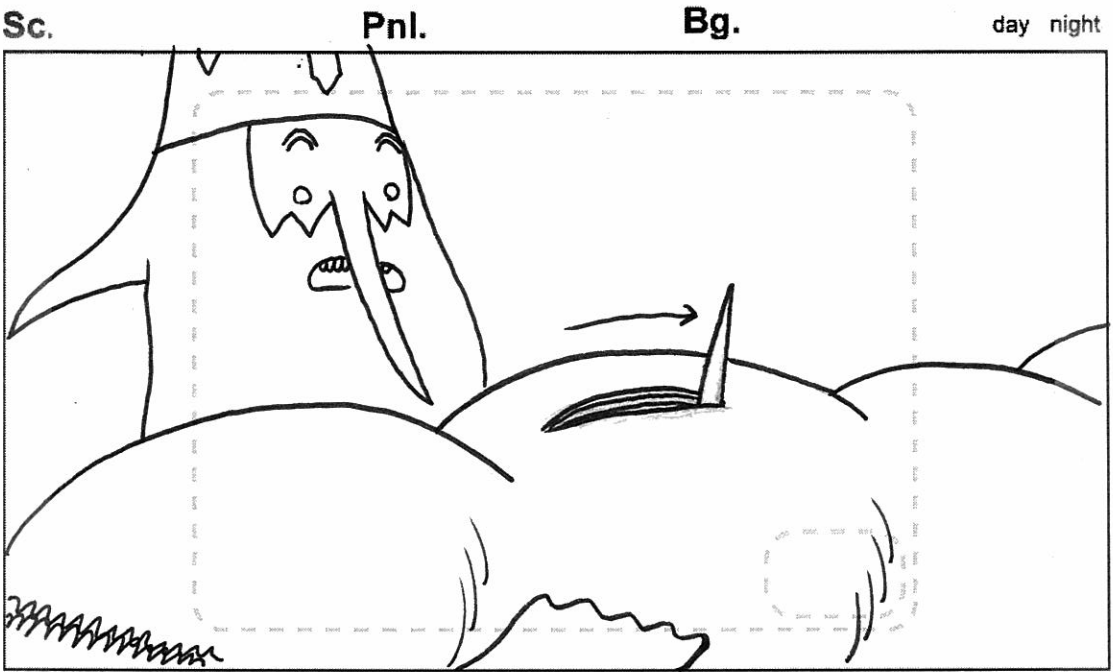
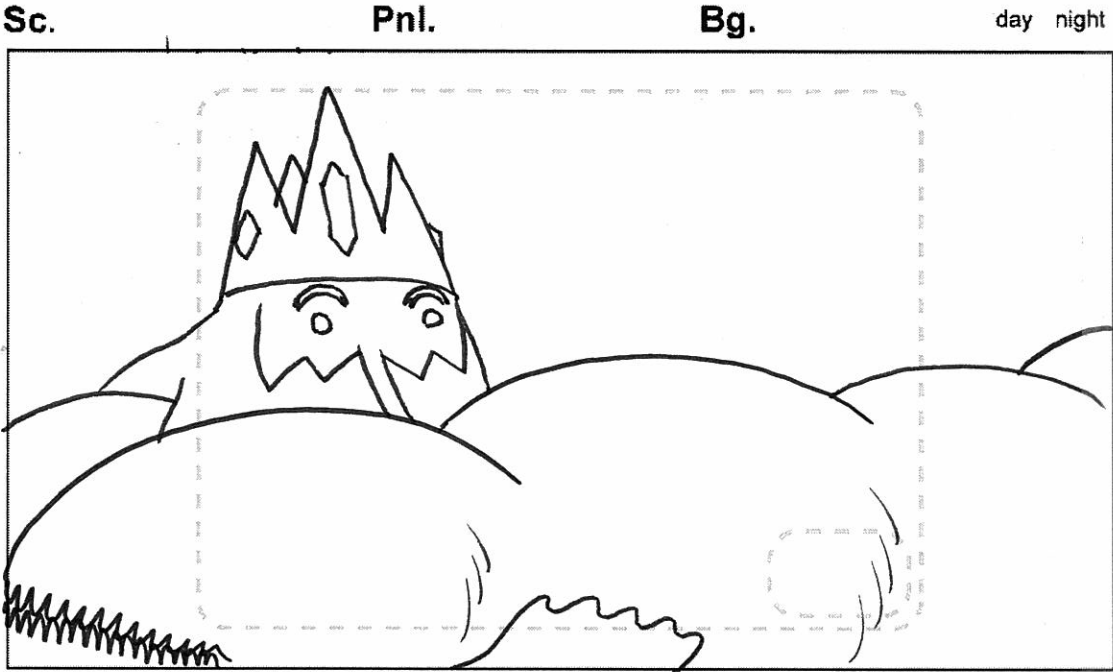
1014-113

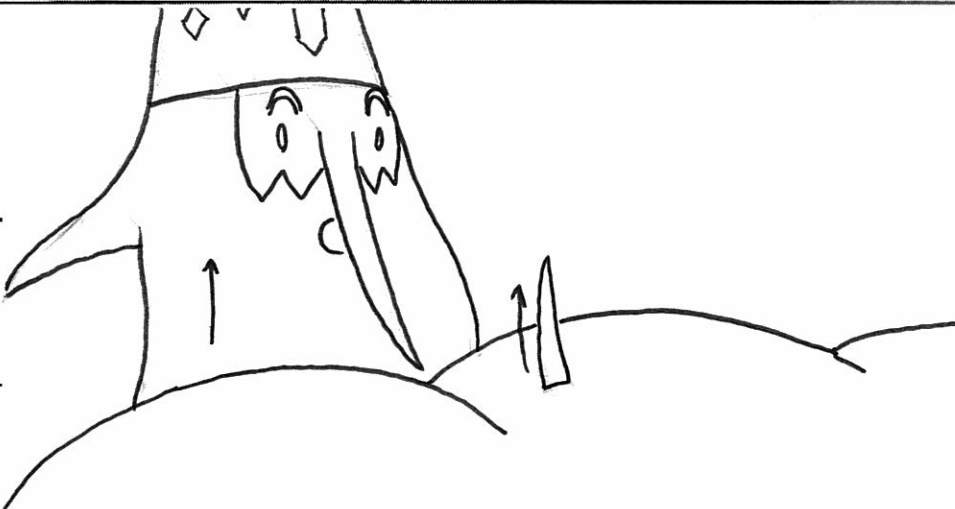
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 110H

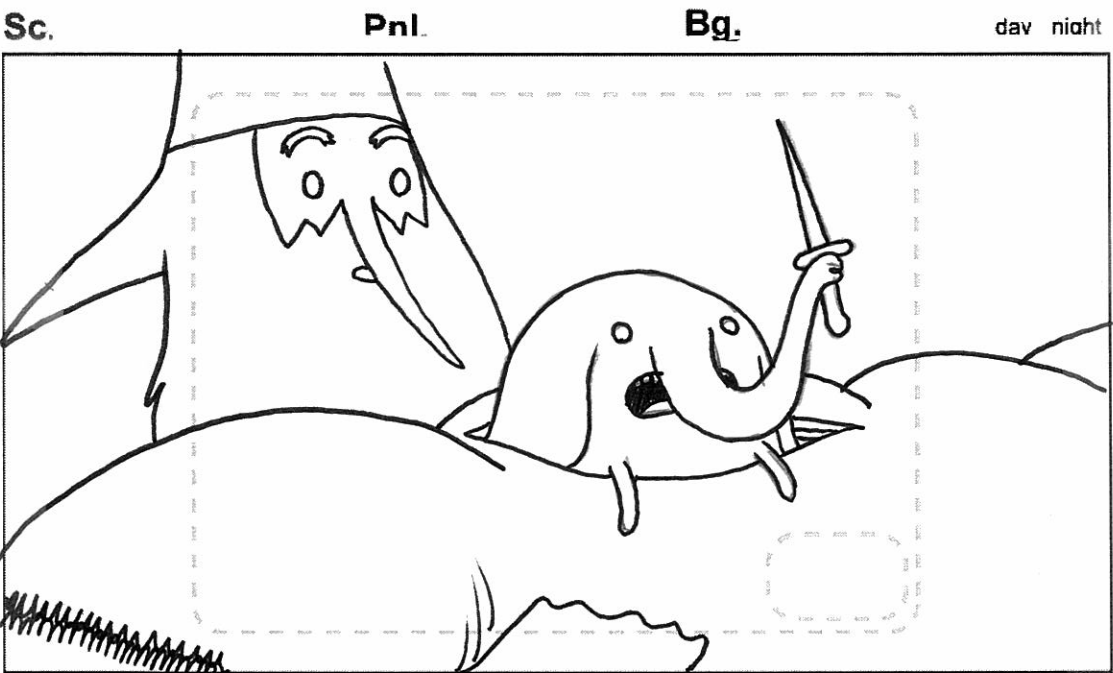
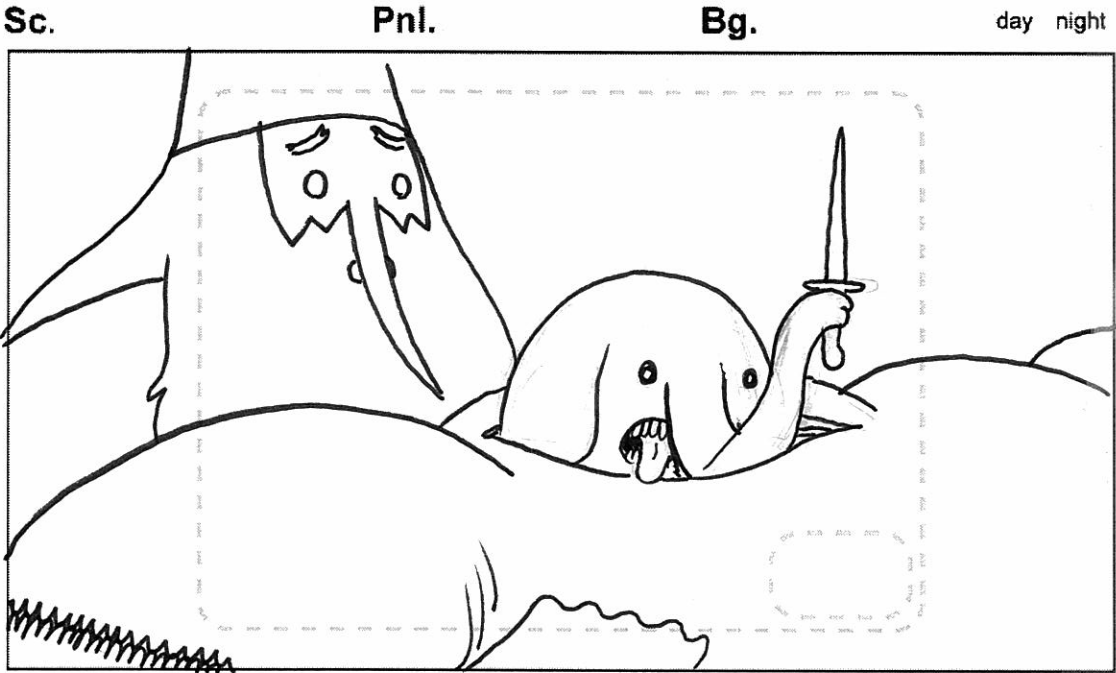


| | | | |
|---------|---|------------|--|
| Dialog: |  | = slice! = | |
| Action: | | | |
| Timing: | | | |

EPISODE # 1014-113

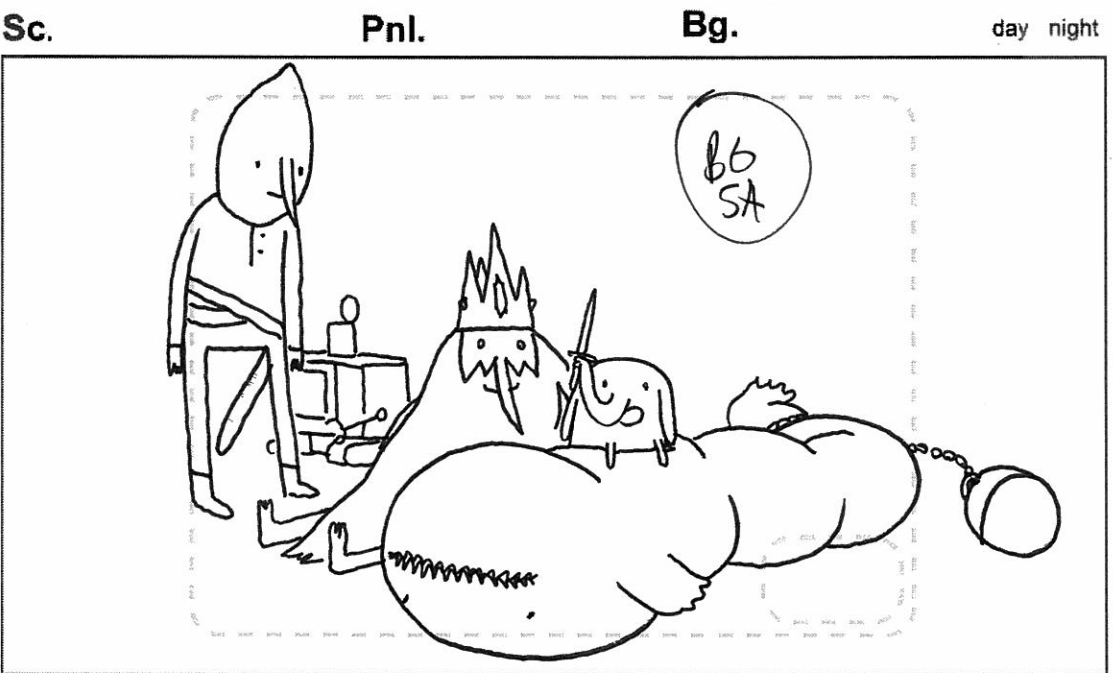
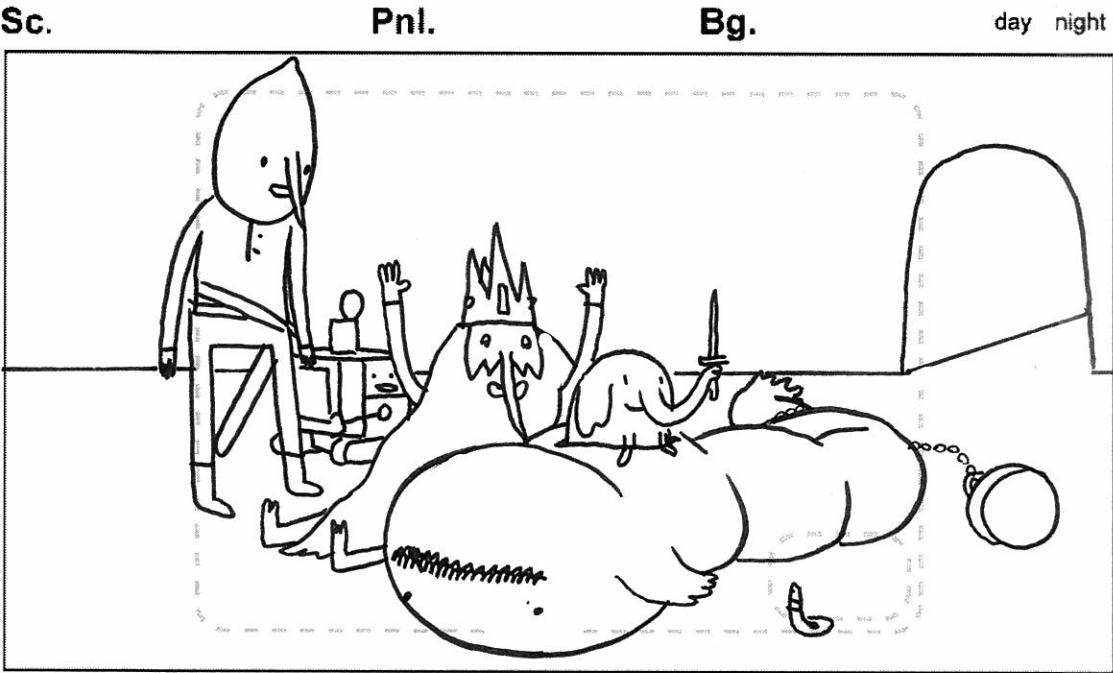
Production :

ADVENTURE TIME



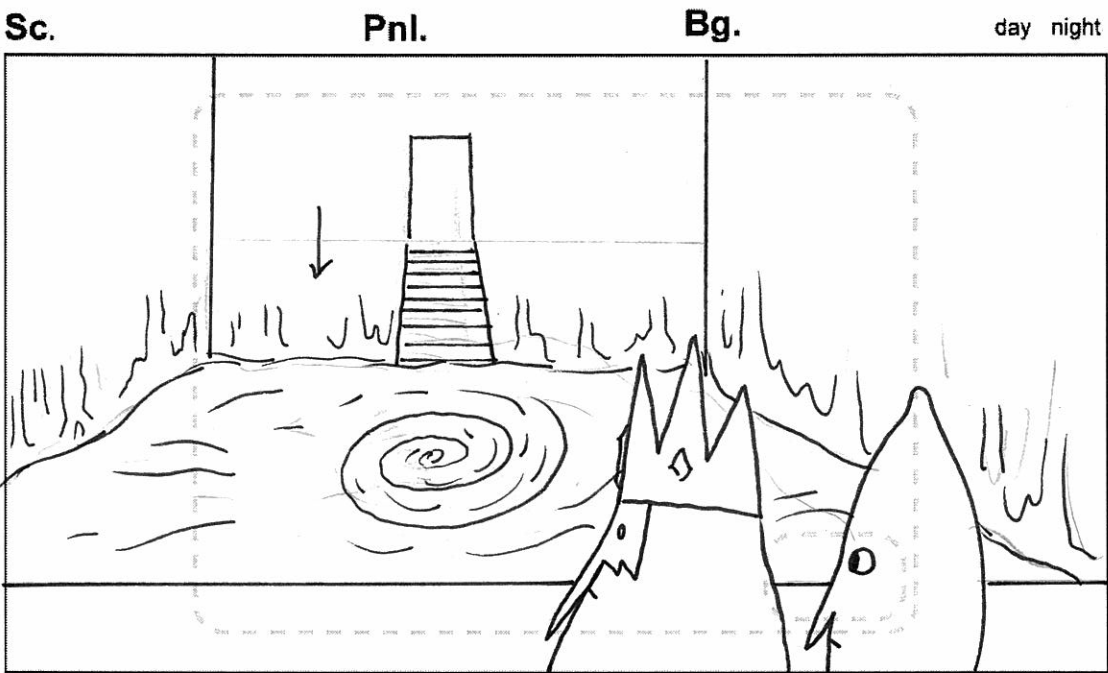
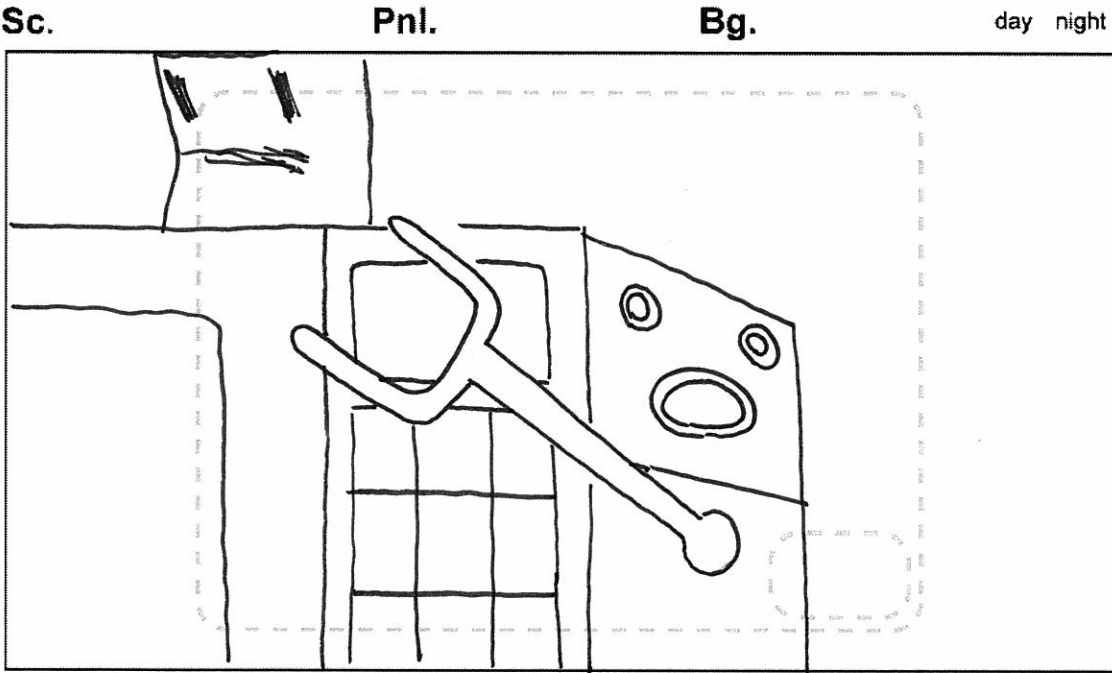
| | | | |
|---------|-----------|-----|---|
| Dialog: | TT/ BLEH! | TT/ | all wow that was heavy, man! |
| Action: | | | |
| Timing: | | | |

ADVENTURE TIME



| | | |
|---------|---|----------------------------------|
| Dialog: | Everyone/ walla Yay! You did it Tree Trunks! Yay! | TT/ haha yeah, I've been reborn! |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



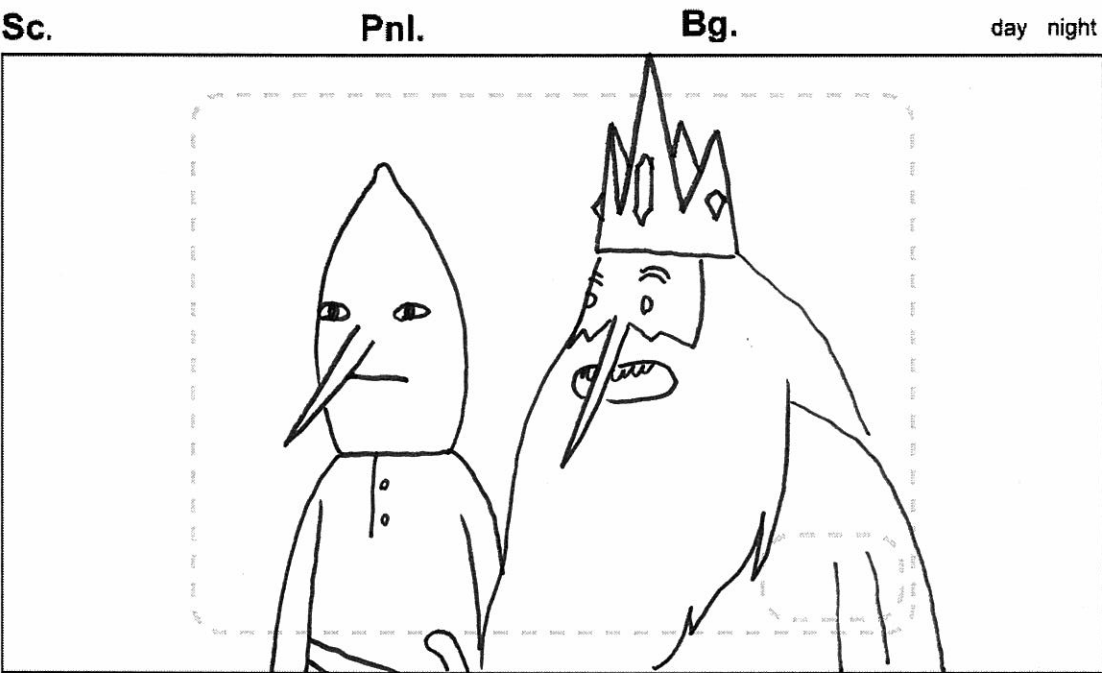
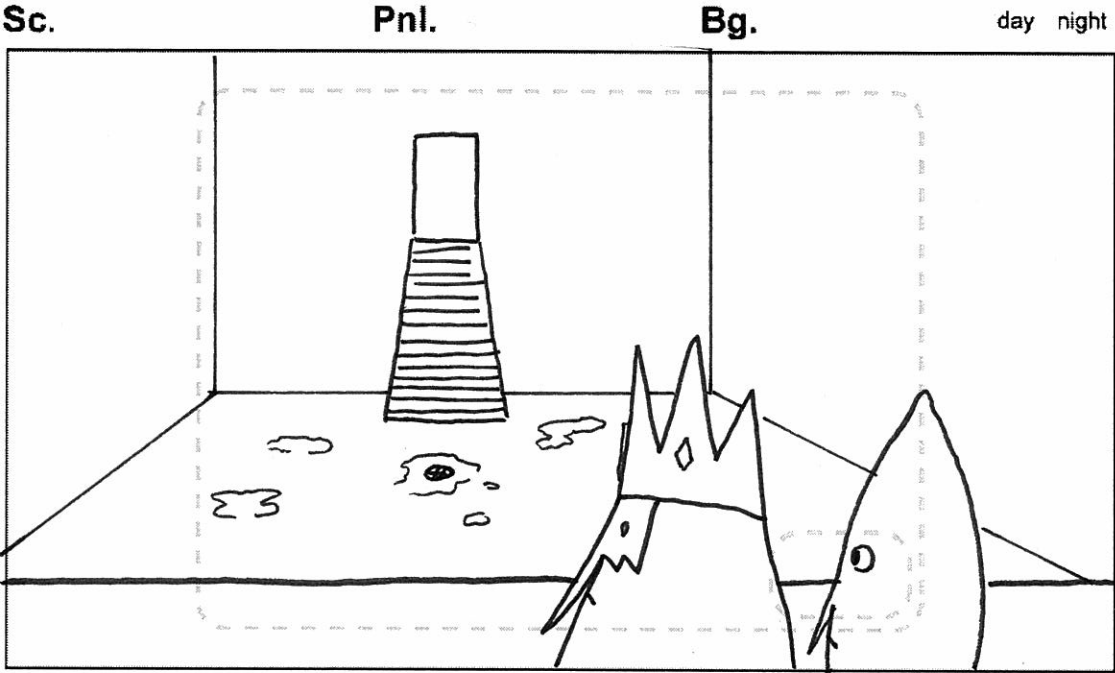
| | |
|---------|------------------------------|
| Dialog: | Neptu! LOOK! |
| Action: | water sinks revealing stairs |
| Timing: | |

EPISODE #

Production :

1014-113

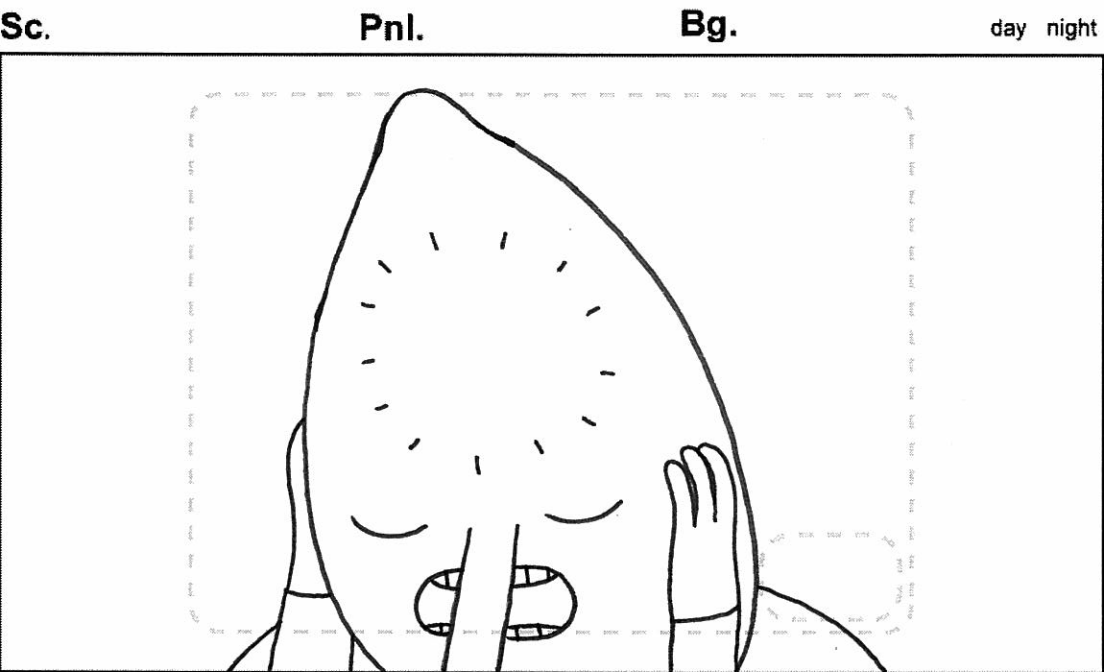
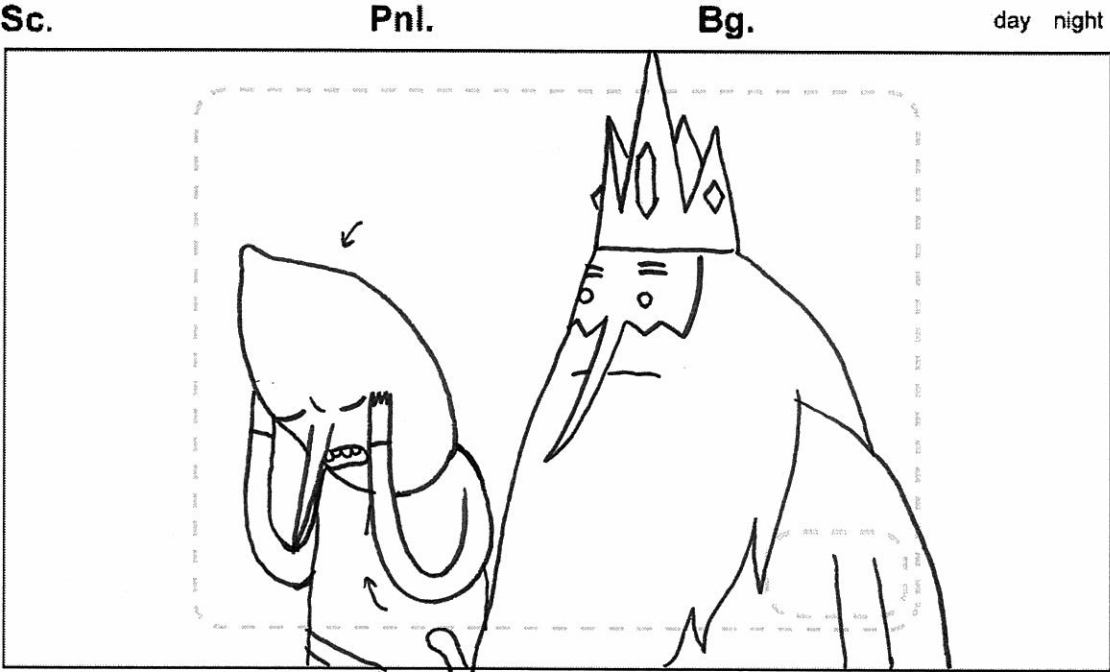
ADVENTURE TIME



| | |
|---------|-------------------------------------|
| Dialog: | 1K/ How far to the exit, Lemongrab? |
| Action: | |
| Timing: | |

EPISODE # 1014-113
Production :

ADVENTURE TIME



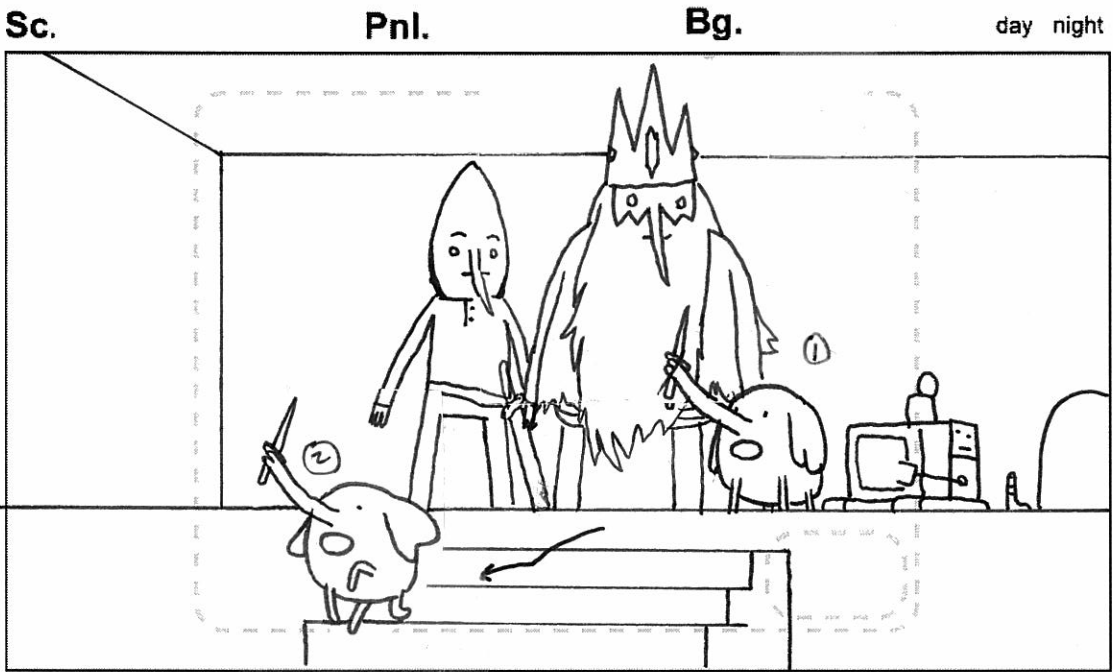
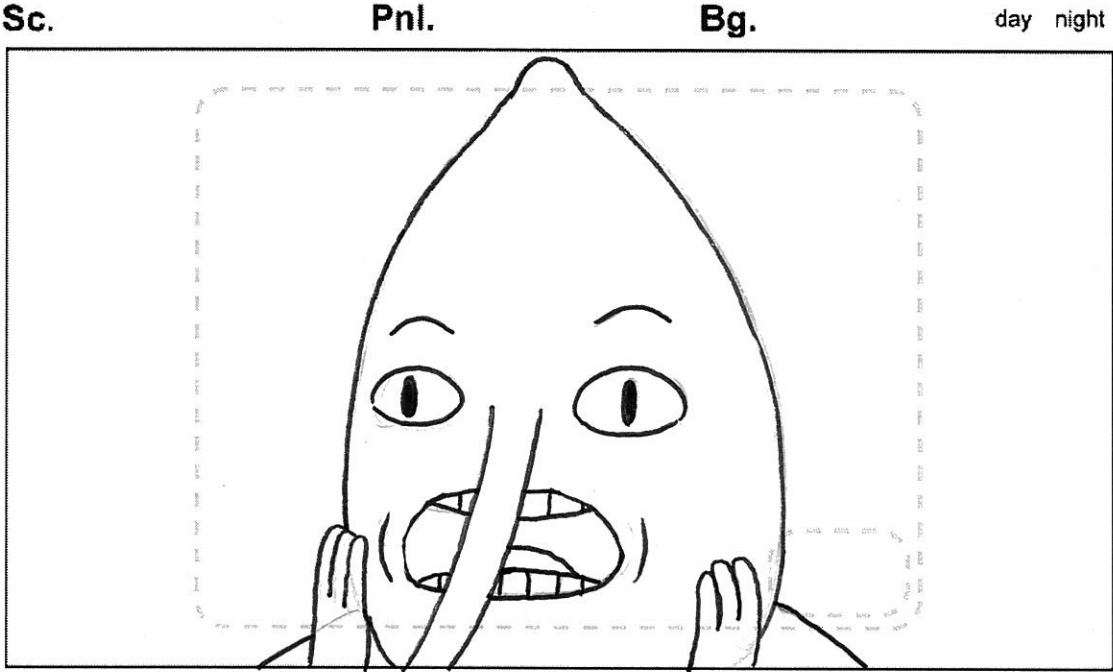
| | | |
|---------|-----------|--|
| Dialog: | LG/ eh hh | LG/ One door, another hidden door, and a spiraling ledge → |
| Action: | | |
| Timing: | | |

1014-113

EPISODE #

Production :

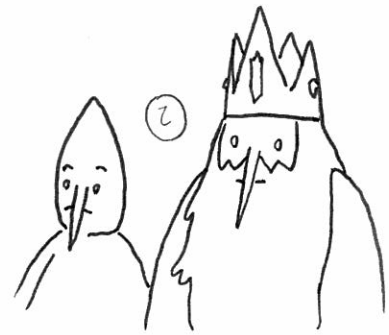
ADVENTURE TIME



Dialog: LG / → TO THE CENTER!

TT / Let's go then!
① → ②

Action: Ice King + Lemnigrab's heads follow TT

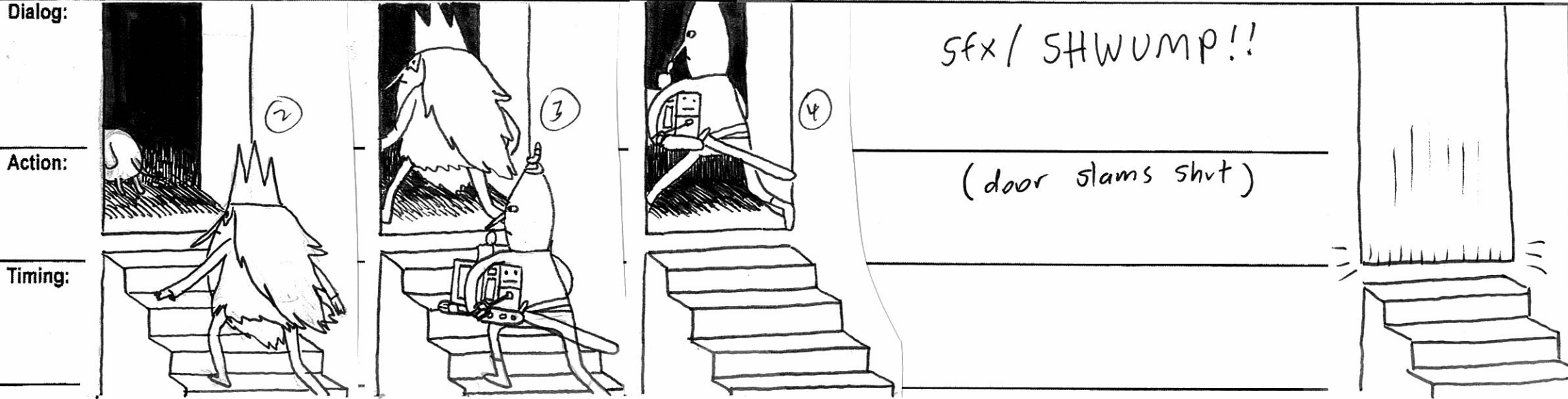
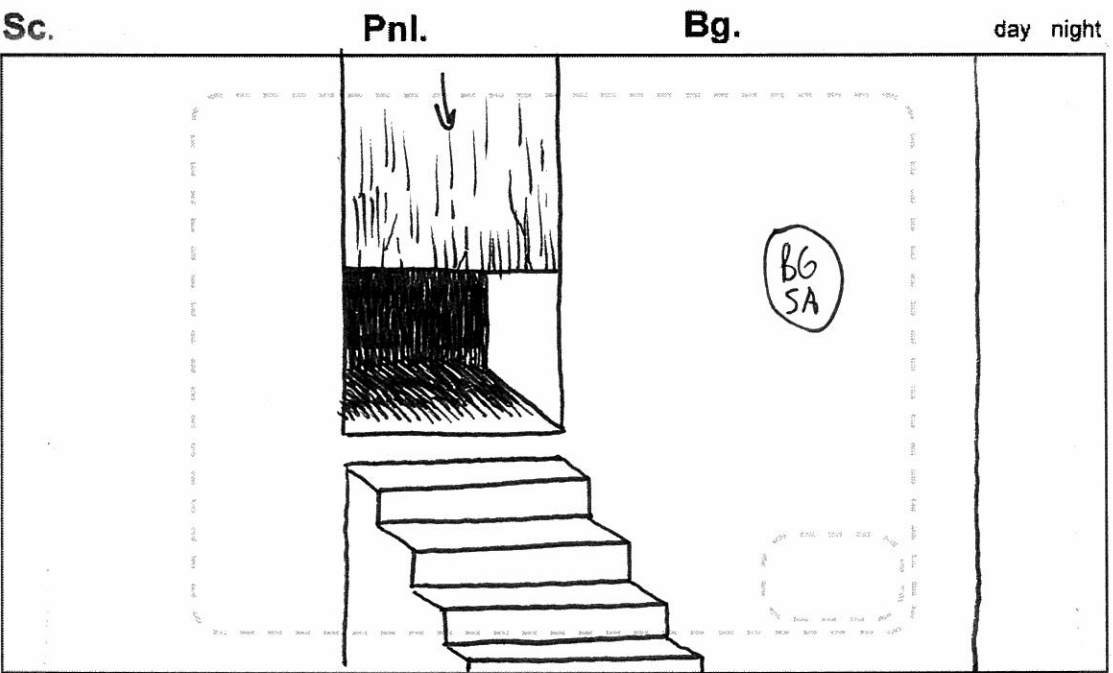
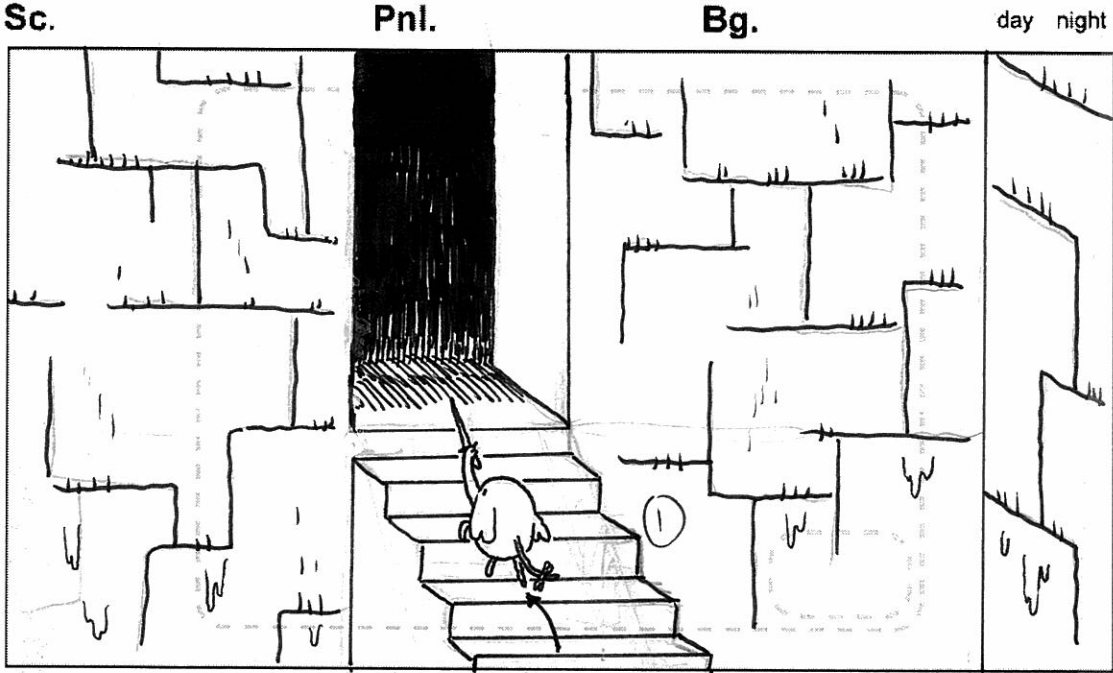


Timing:

1014-113
EPISODE #
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: IK / O O F F !!

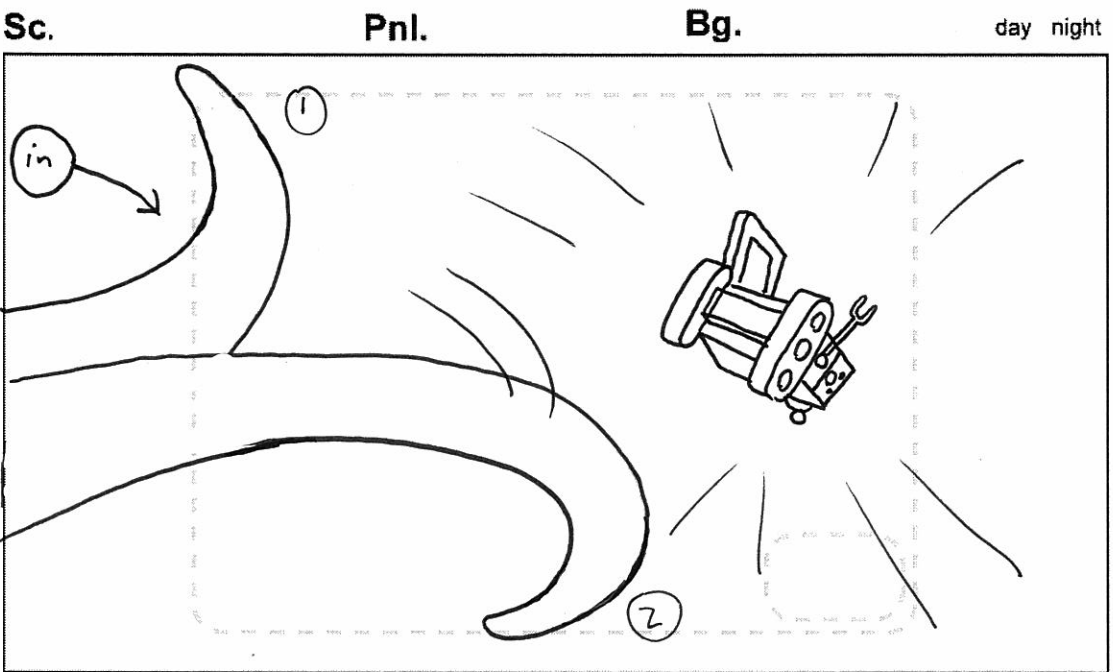
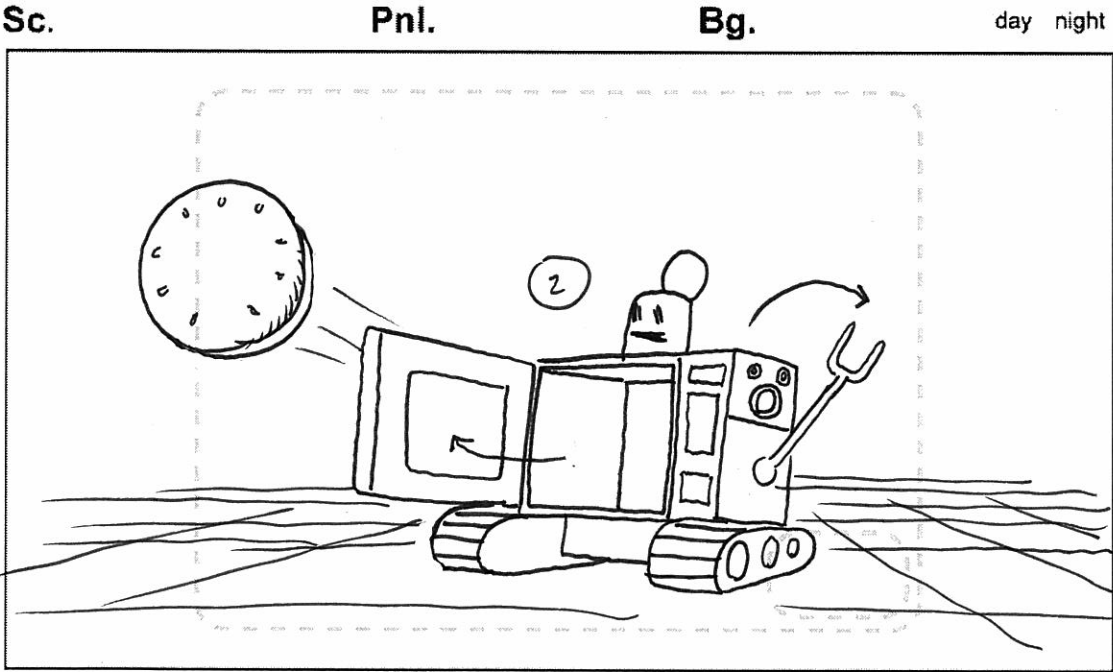
Action:

Timing:

EPISODE # 1014-113

Production :

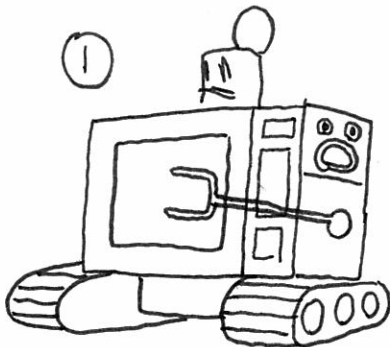
ADVENTURE TIME



Dialog: Neptre ① PAPI
② NO !!

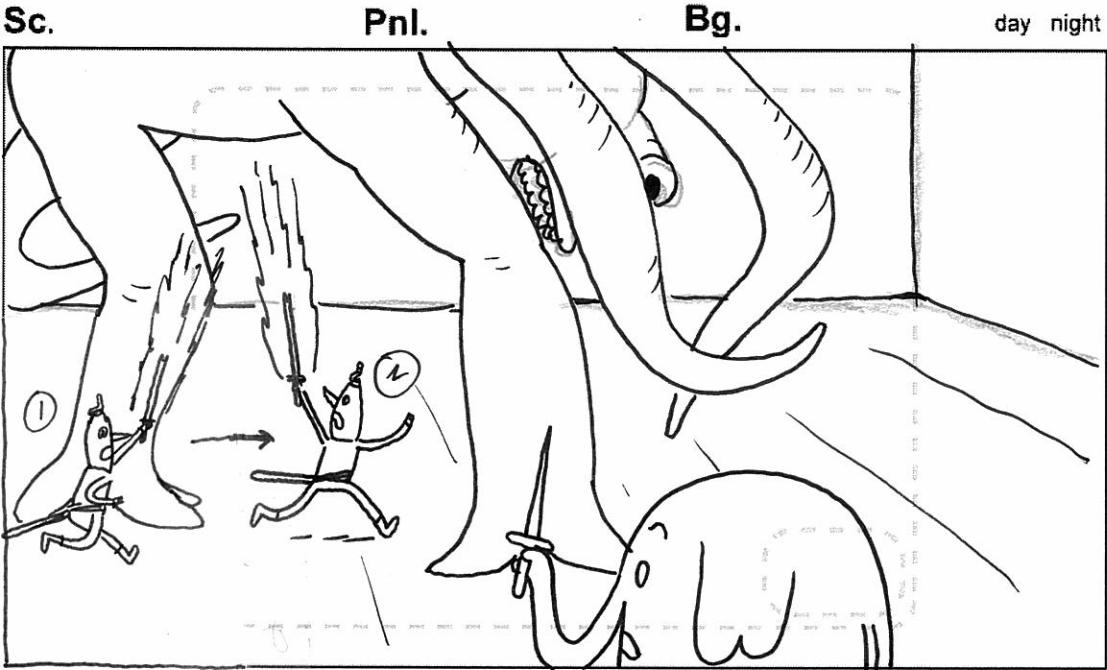
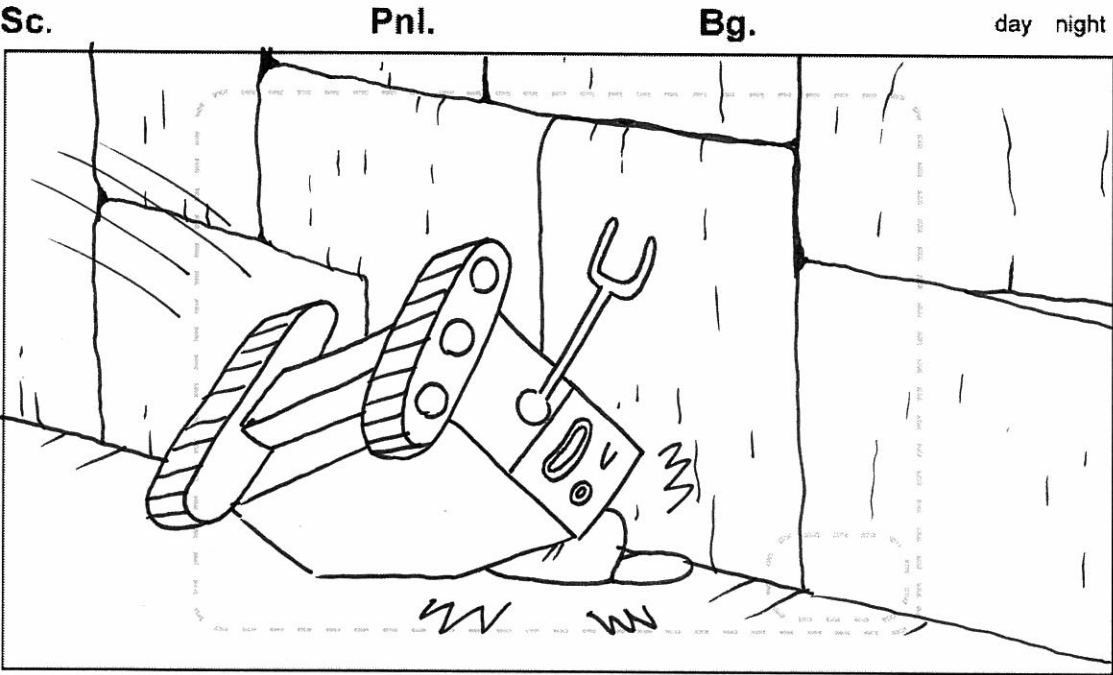
Action:

Timing:



BAM!!

ADVENTURE TIME



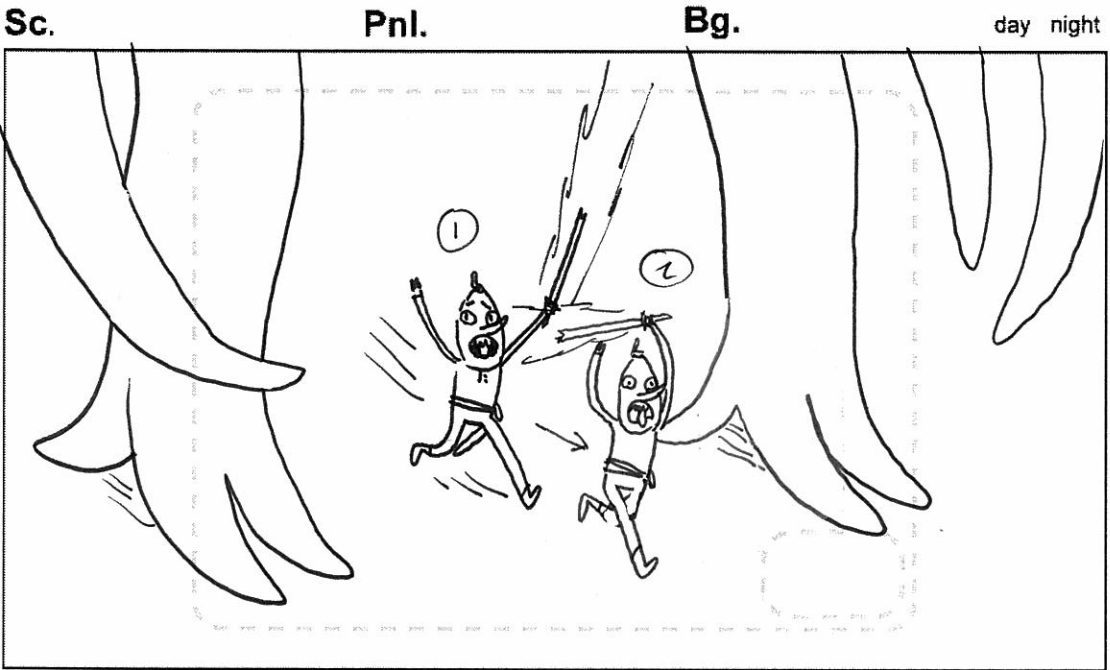
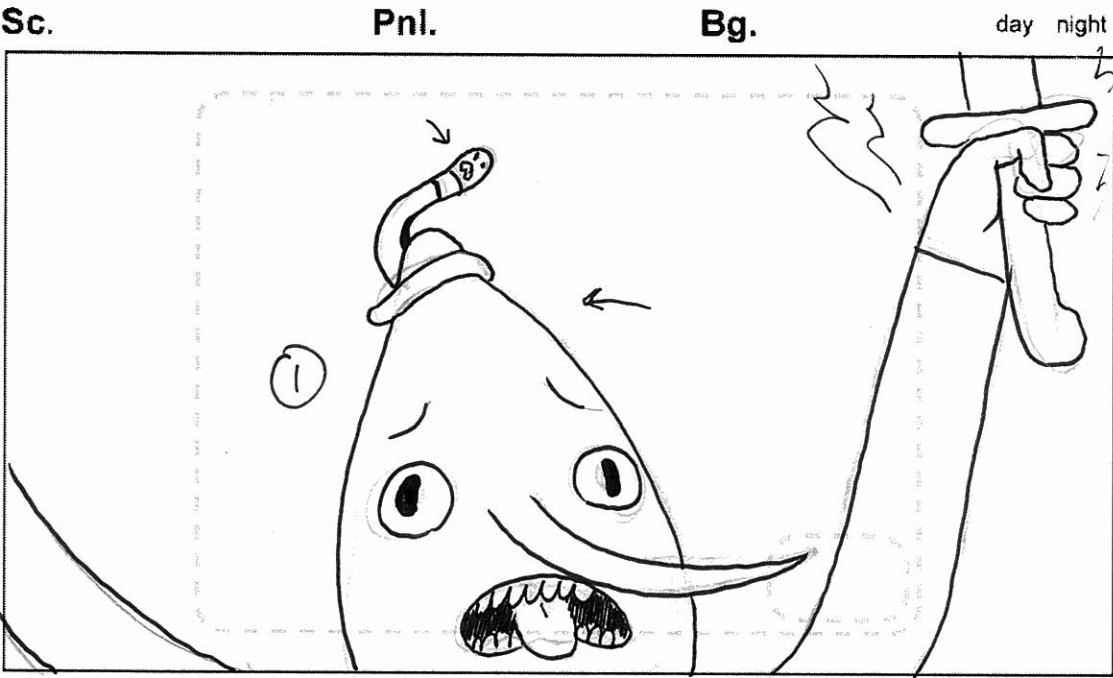
Dialog: sfx/ BONK!
Neptr/ OUCHIES!

TT/ LOOK out Shelby!

Action:

Timing:

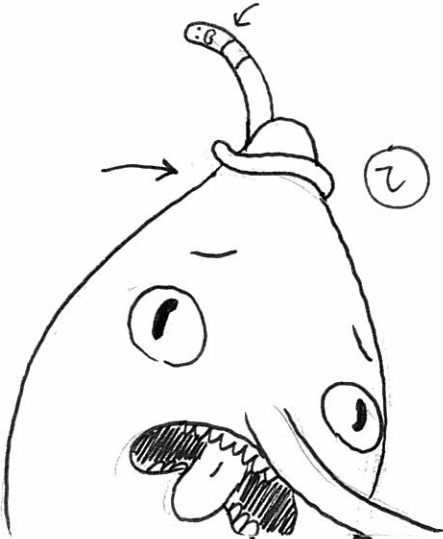
ADVENTURE TIME



Dialog: sfx / zom! (sound sword)
zom!
shelby / woa! woa!

Action:

Timing:



Lemongrab/ AAA!!

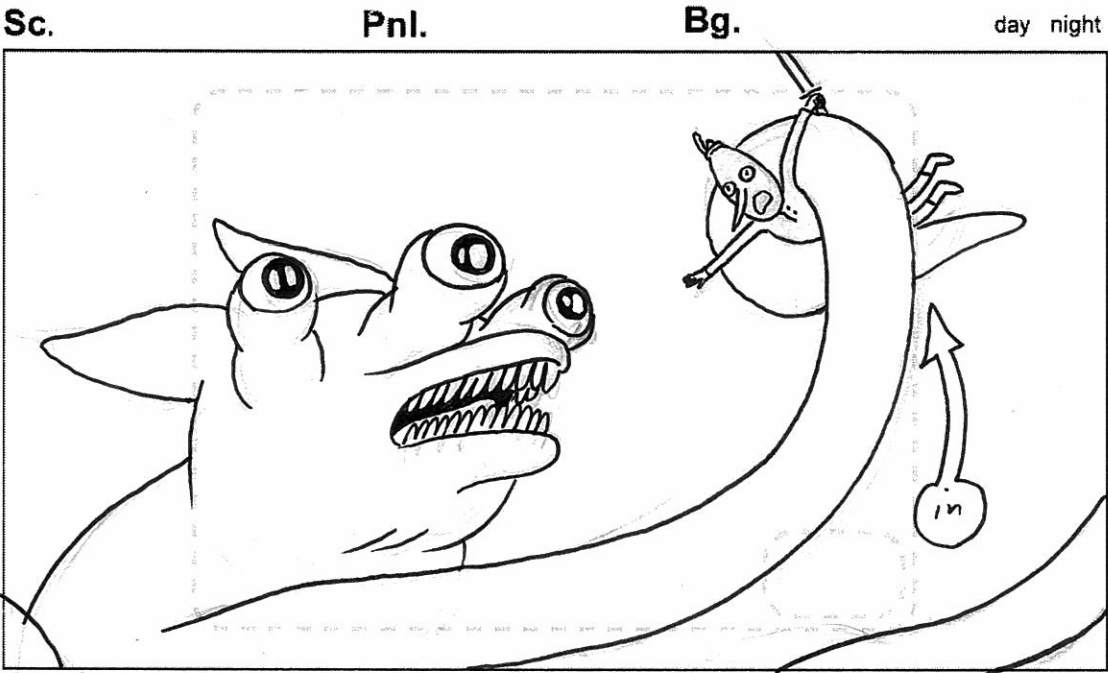
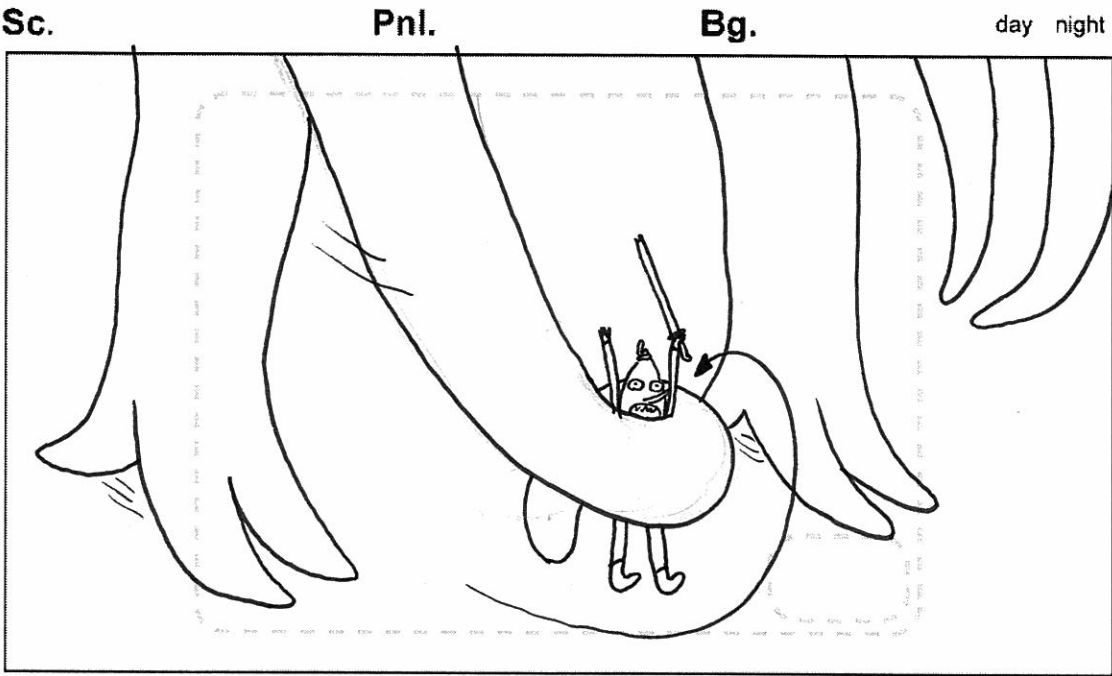
shooting sand sword
randomly.

EPISODE #

Production :

1014-113

ADVENTURE TIME



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|-----------------------------|---------------------|
| Dialog: | LG/ AAA | LG/ wahh my juice!! |
| Action: | tentacle squeezes lemongrab | |
| Timing: | | |

EPISODE # 1014-113
Production :

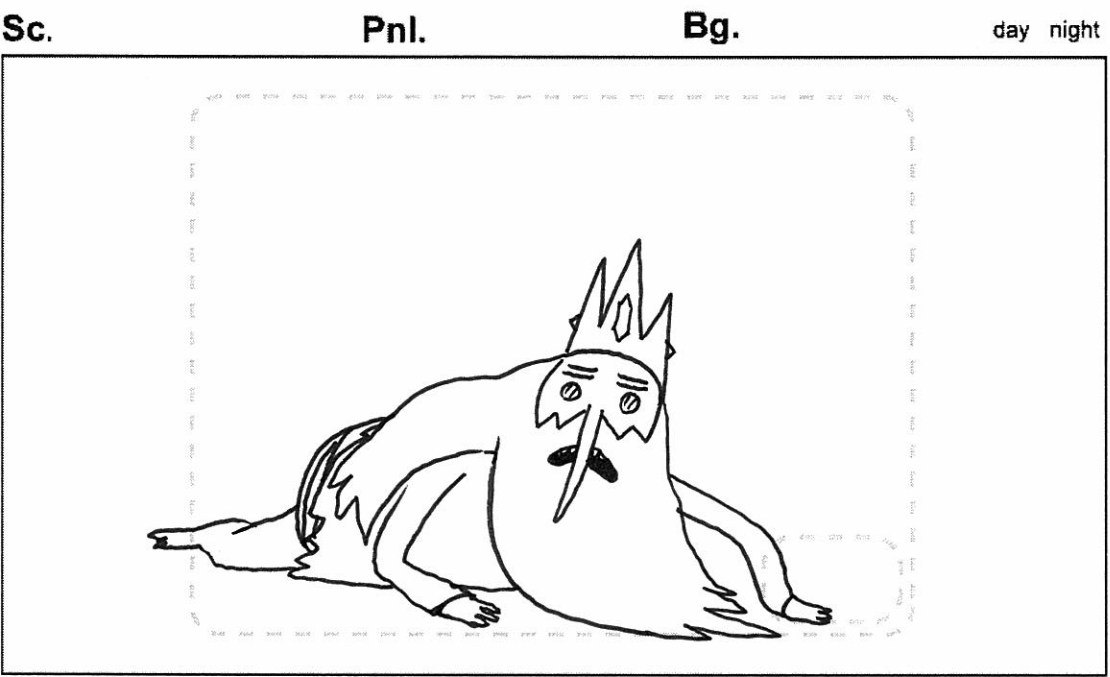
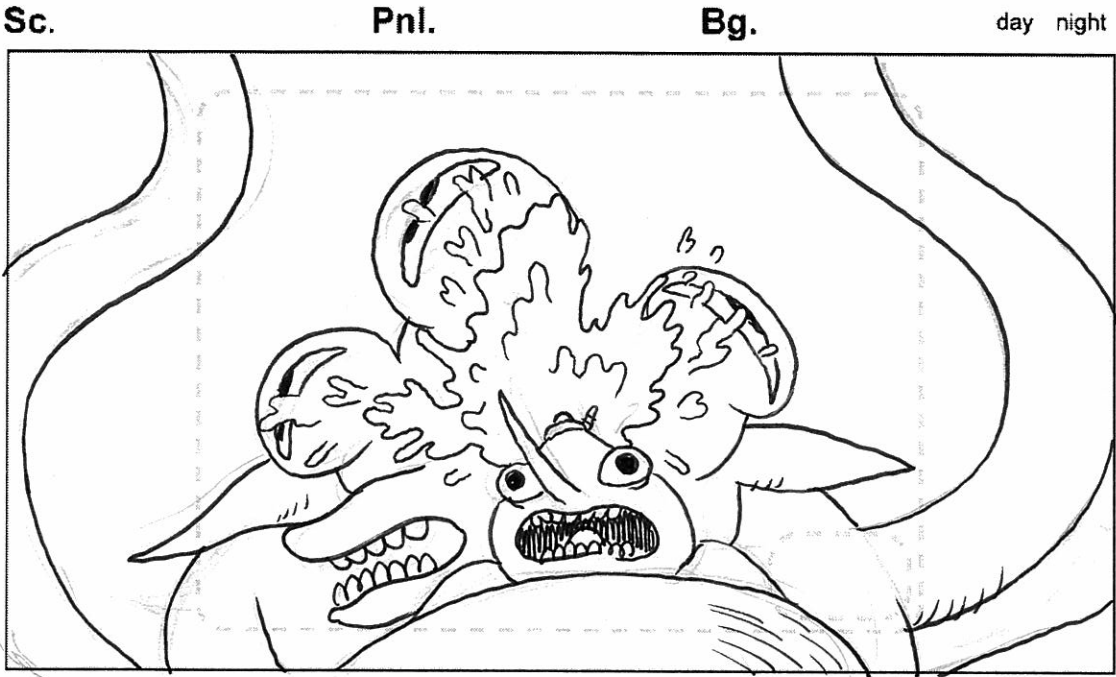
ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|-----------------------|----------------|
| Dialog: | LG / my vital juice!! | Monster / RAAA |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



Dialog: LG/ WAA IT'S NOT MY FAULT
MOMMY!!

1K/ "MOMMY"? what's he talking about?

Action:

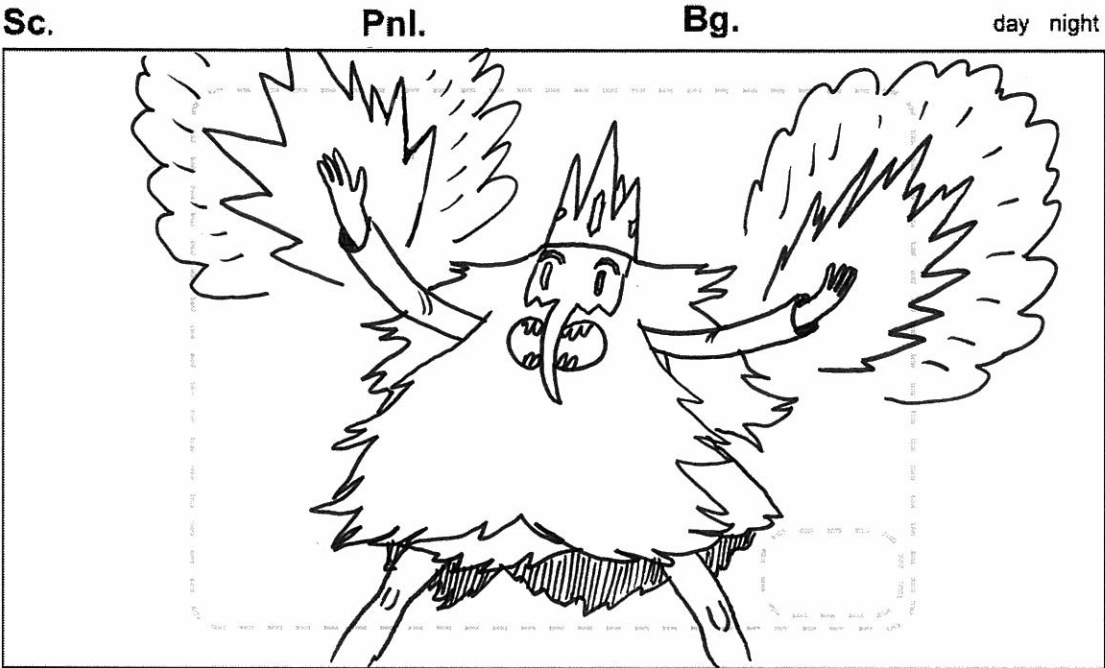
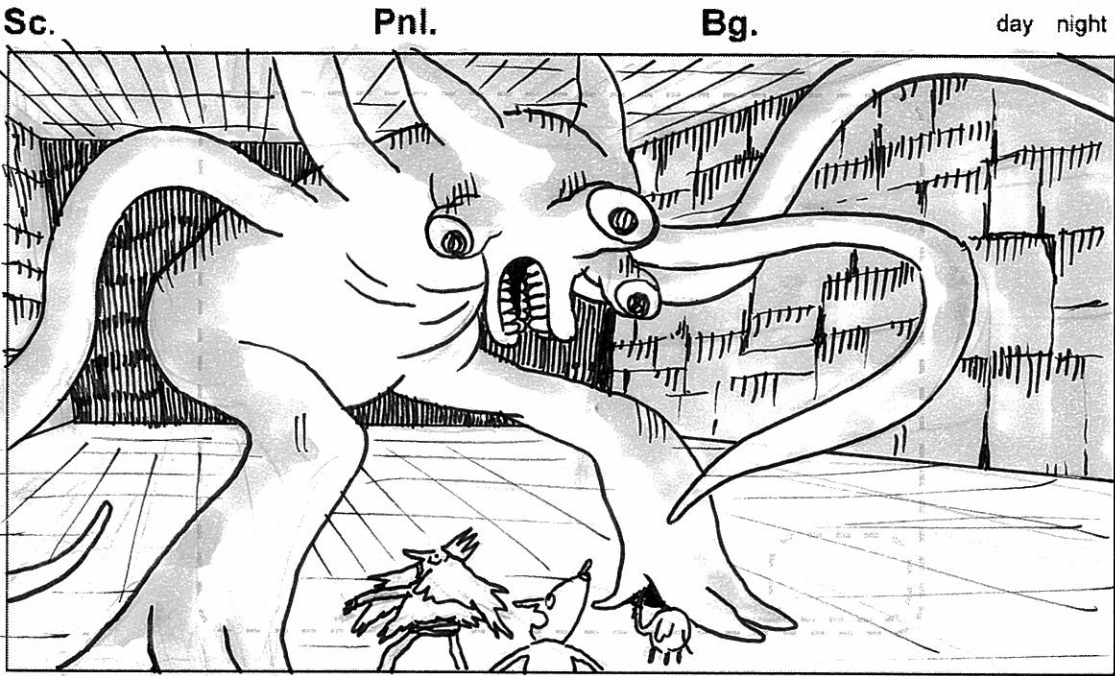
Timing:

1014-113

EPISODE #

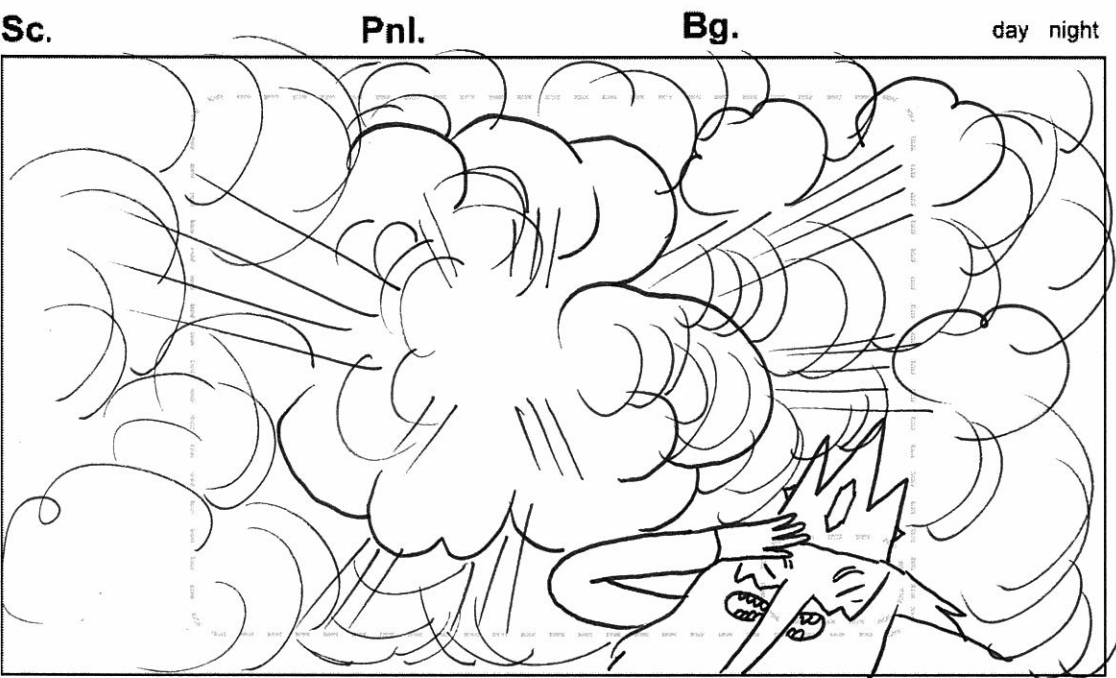
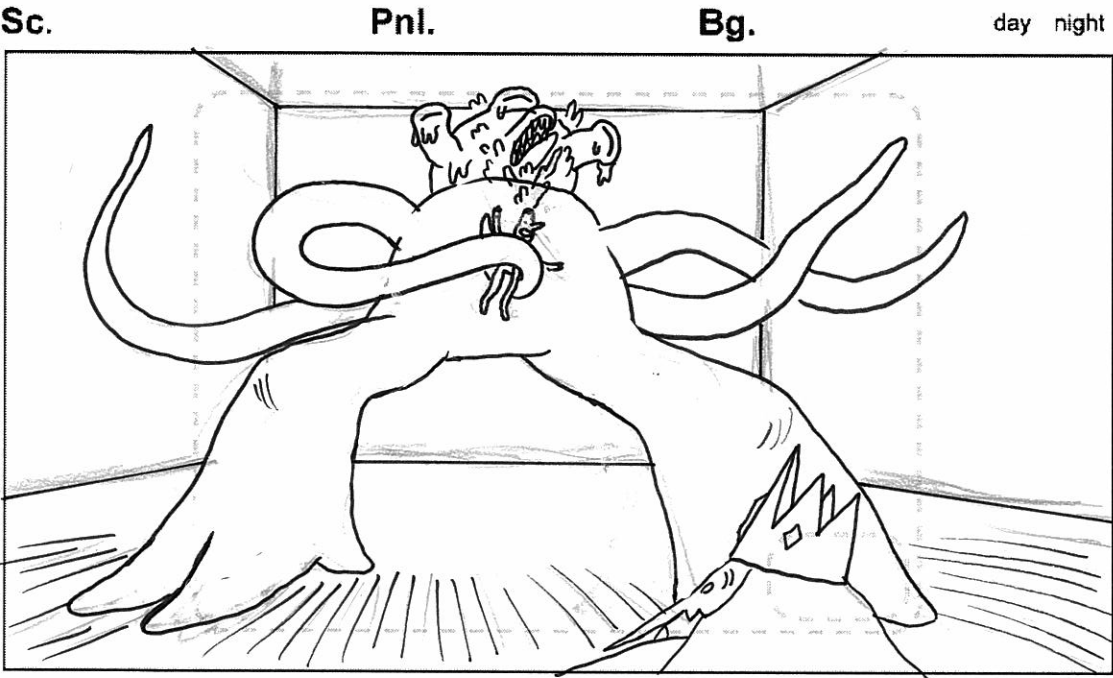
Production :

ADVENTURE TIME



| | | |
|---------|----------------|--|
| Dialog: | walla/ A A A A | Ice King / RUN BOY BOYEE !! |
| Action: | | |
| Timing: | | |

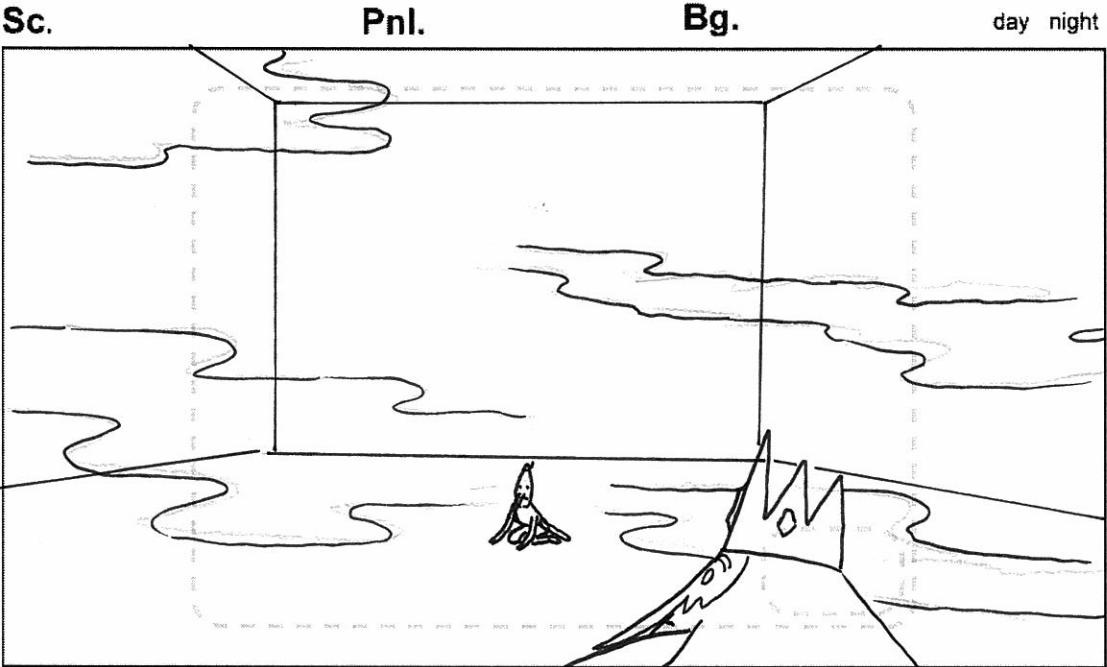
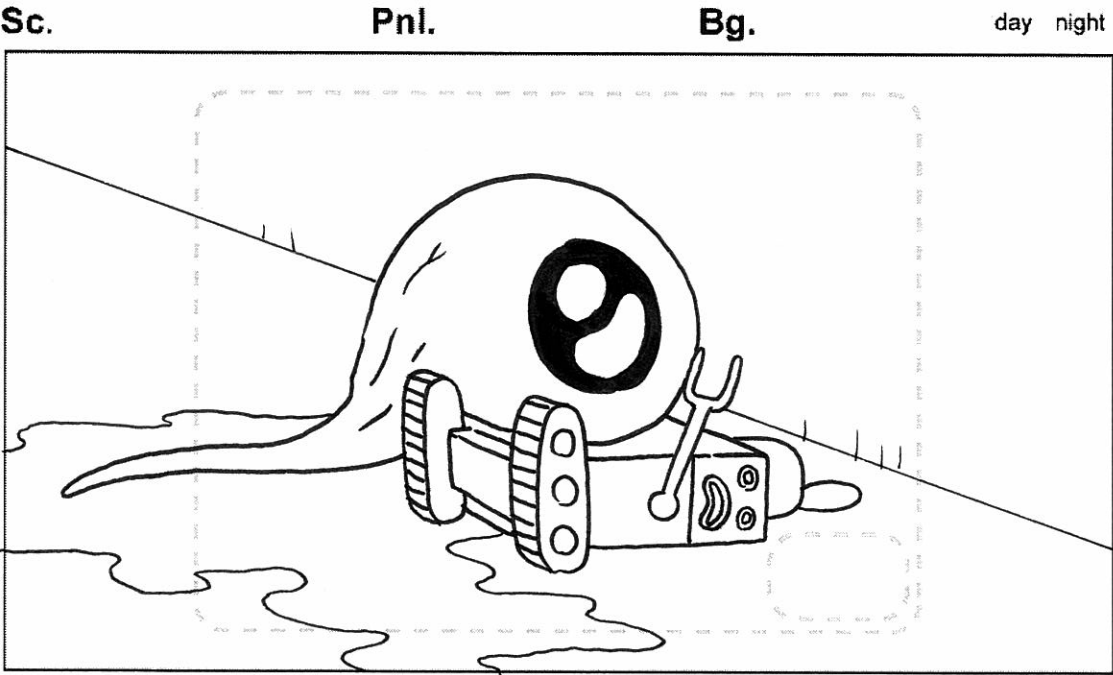
ADVENTURE TIME



| | | |
|---------|-----------------|----------|
| Dialog: | MOMster / RAA!! | BLOWIE!! |
| Action: | | |
| Timing: | | |

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



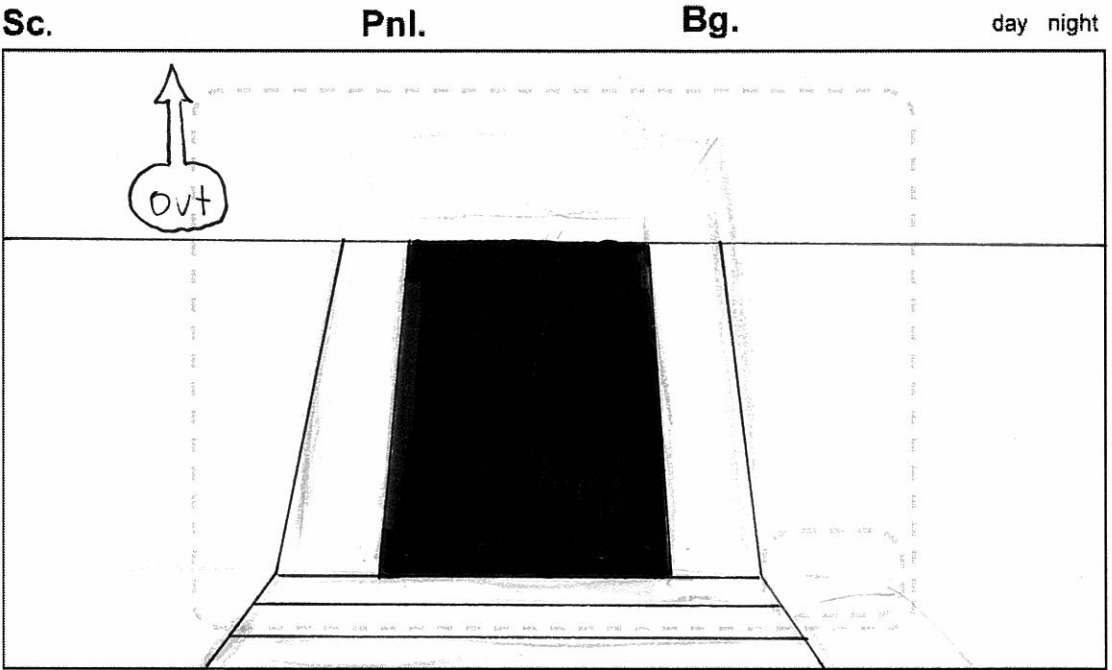
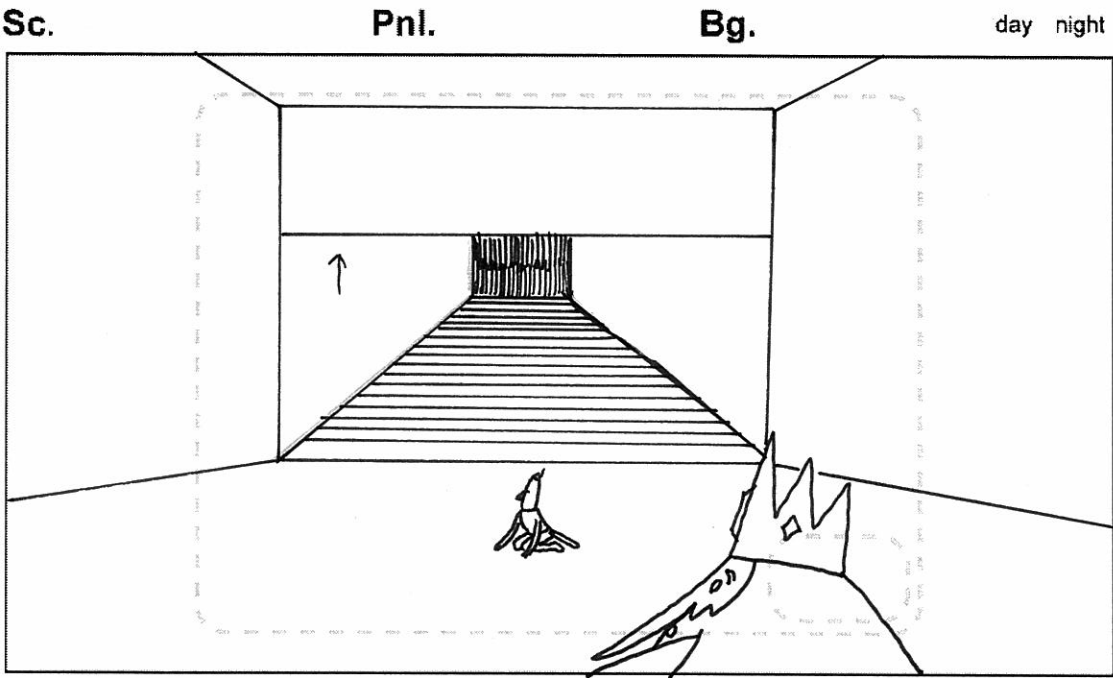
| | |
|---------|--------------------|
| Dialog: | NEPTR/ get it off! |
| Action: | |
| Timing: | |

1014-113

EPISODE #

Production :

ADVENTURE TIME



| | |
|---------|-----------------------------|
| Dialog: | Lemongrab! The hidden door! |
| Action: | |
| Timing: | |

1014-113
EPISODE #
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

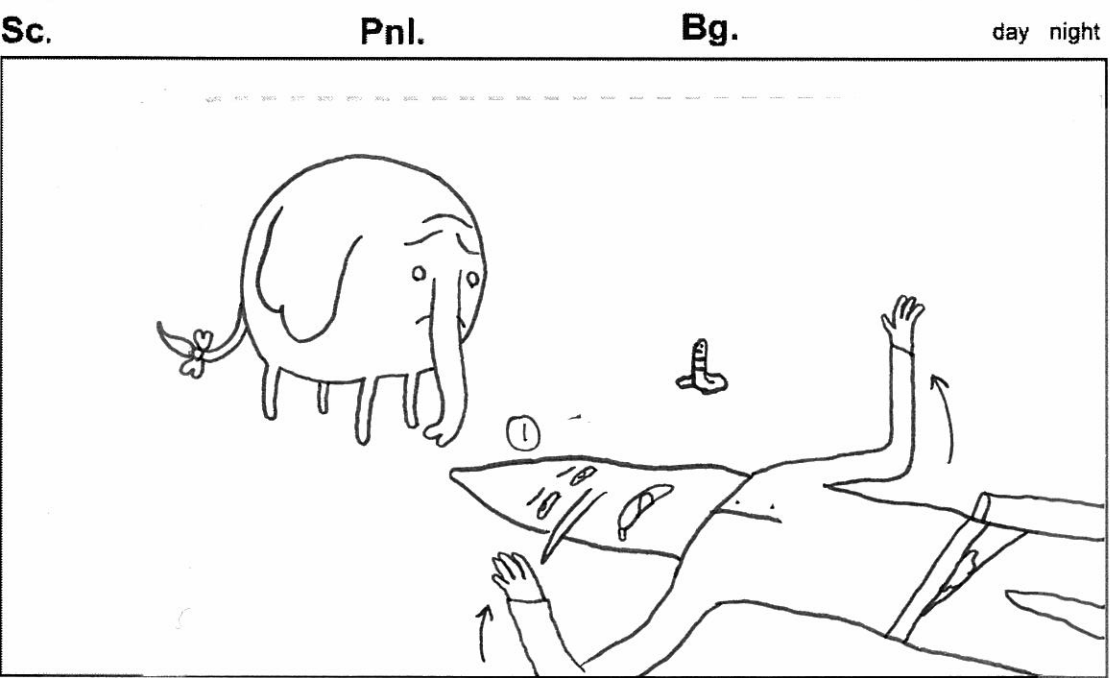
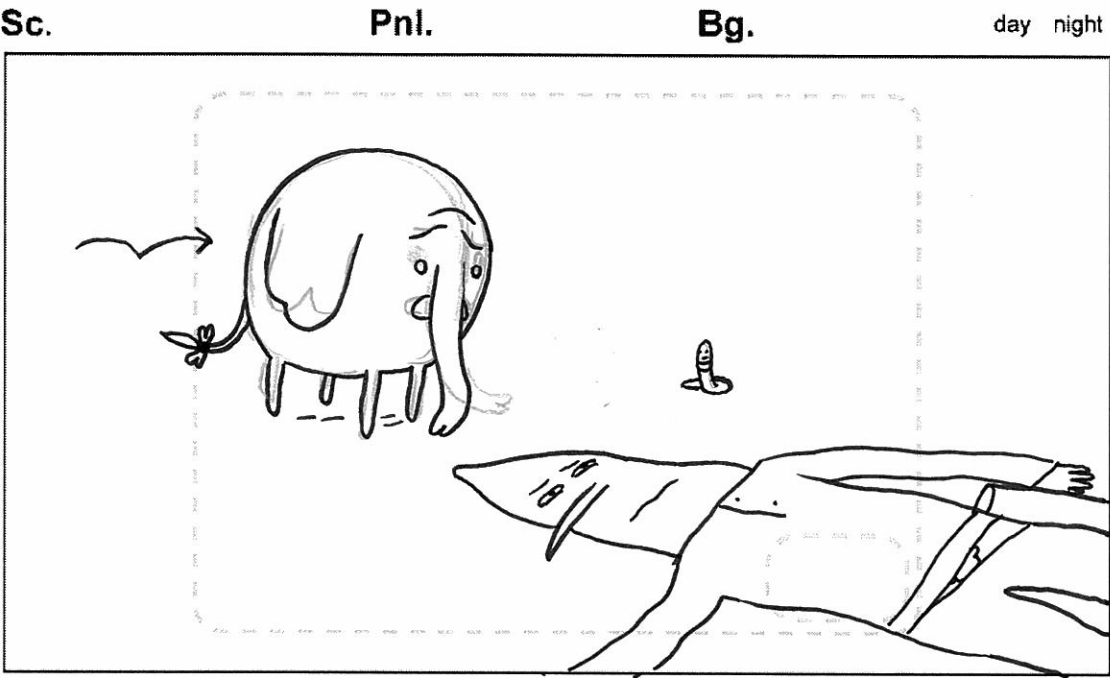


| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|------------------|--------------|
| Dialog: | LG / oohh —————→ | sfx (wump) |
| Action: | LG faints | |
| Timing: | | |

1014-113
EPISODE #
Production :

ADVENTURE TIME



Dialog: TT / Mr. Lemon, are you okay?

Lemon Grab / ① vital ② essence ③ depleted...

Action:

Timing:



EPISODE #

Production :

1014-113

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|----------------------------|----------------------|
| Dialog: | LG / mvs f... replenish... | TT / step back y'all |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

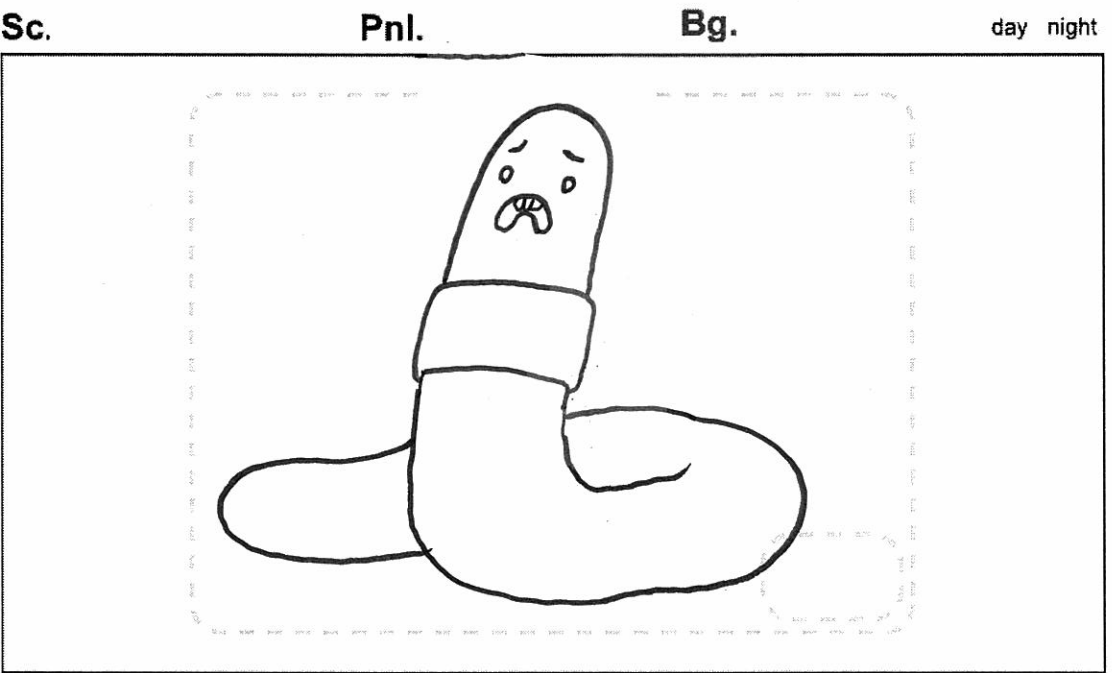
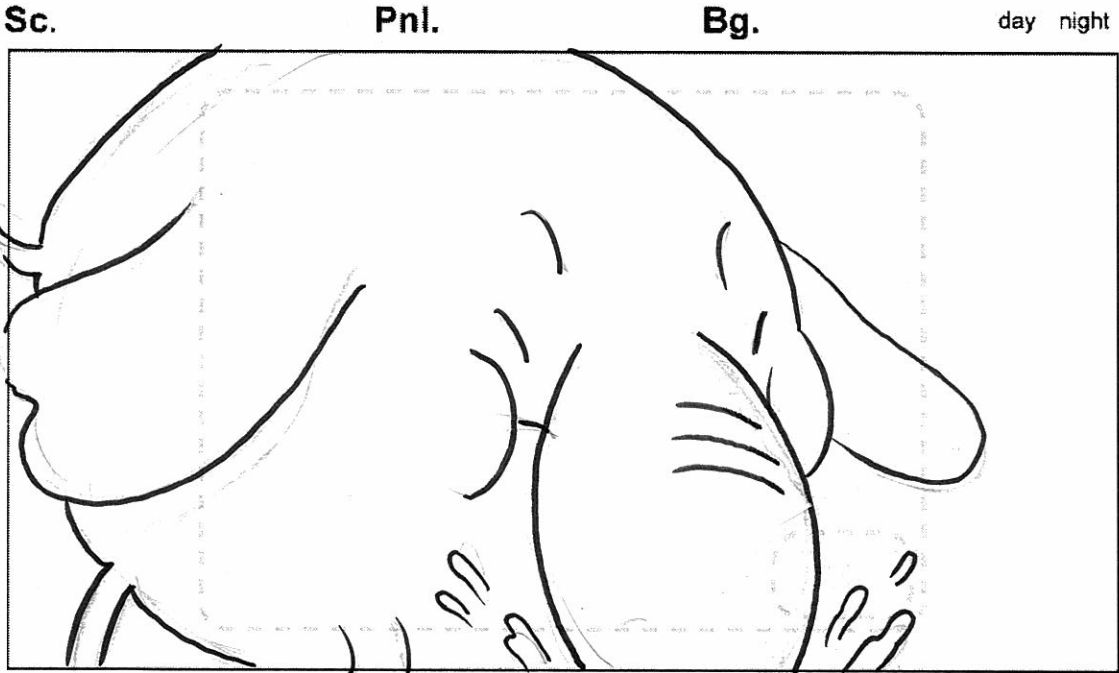
Timing:

TT (Inhale)

EPISODE # 1014-113
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

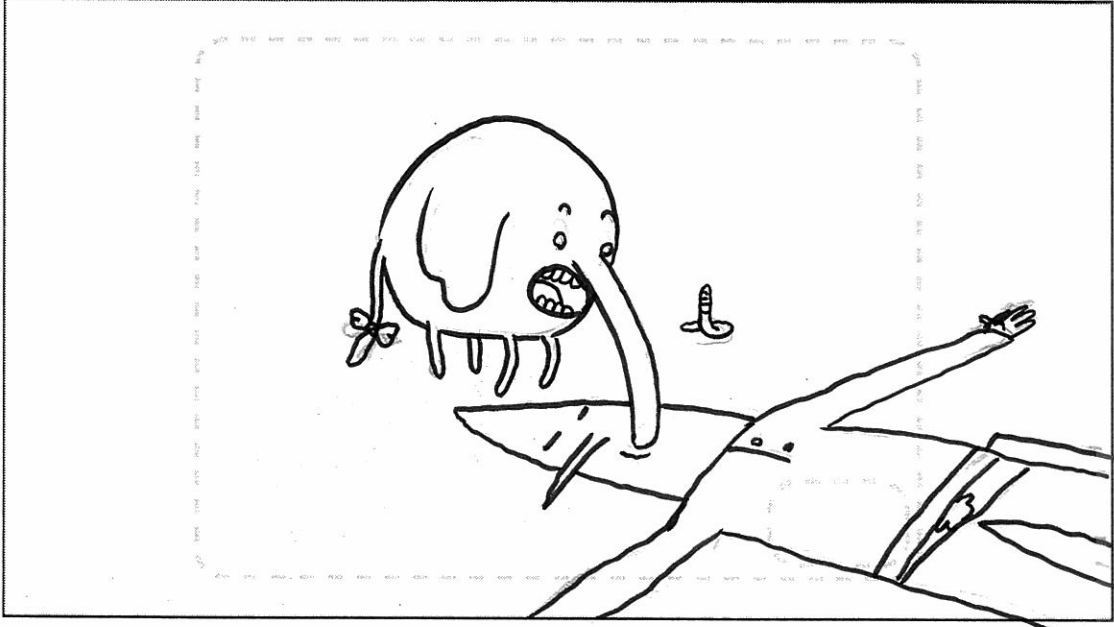



| | | |
|---------|---------------|---------------|
| Dialog: | SFX / BWAAMP! | Shelby / ehh! |
| Action: | | |
| Timing: | | |

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|--|-----|-----|-------|-----|---|-----|-----|-------|
| |  | | | | |  | | | |

| | | |
|---------|--------------|-------------|
| Dialog: | TT/ (inhale) | sfx/ BWAMP! |
| Action: | | |
| Timing: | | |

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

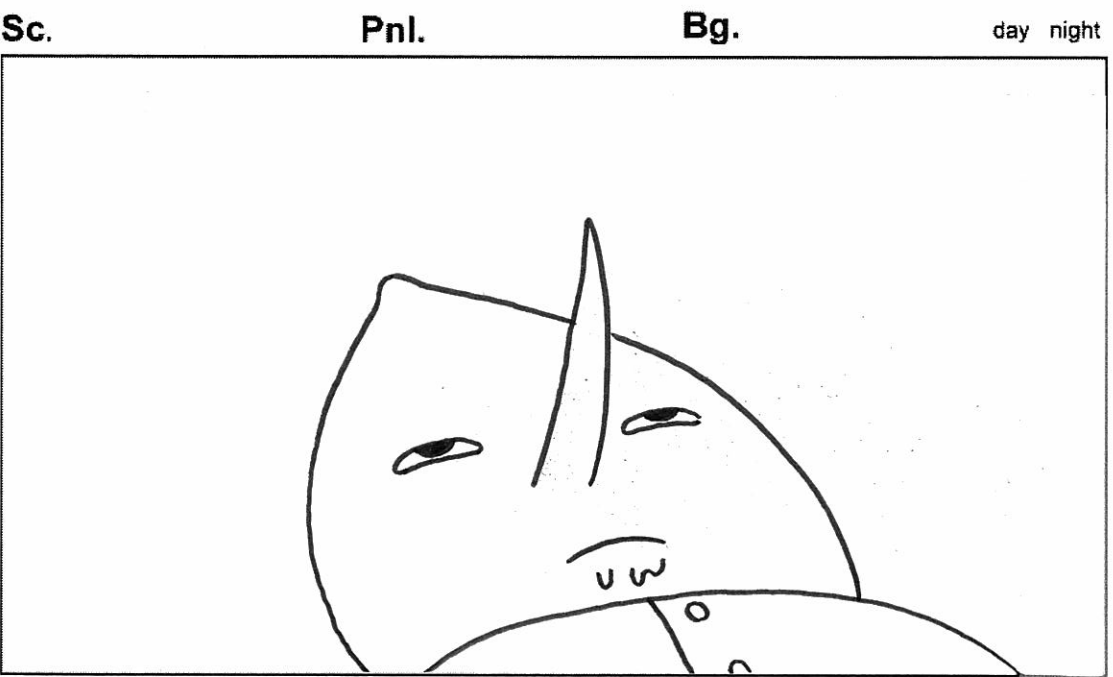
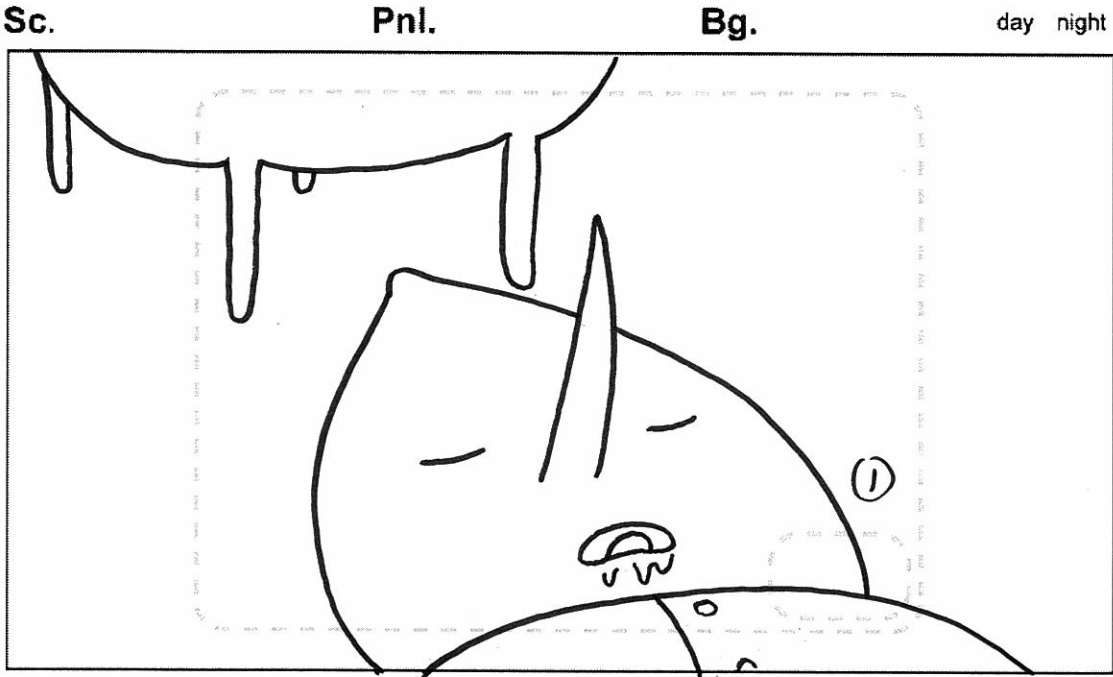
| | |
|---------|-------------------|
| Dialog: | sfx (os) / BWAMP! |
| Action: | |
| Timing: | |

1014-113

EPISODE #

Production :

ADVENTURE TIME



| | |
|---------|------------------------------|
| Dialog: | LG / smek smek ② ③ |
| Action: | smacking lips. |
| Timing: | |

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|--------------------------------|---|
| Dialog: | LG/ That will do Slave Trunks! | LG/ TO the spiraling ledge! The ledge! |
| Action: | | Lemongrab's hand points to door |
| Timing: | | |

1014-113

EPISODE #

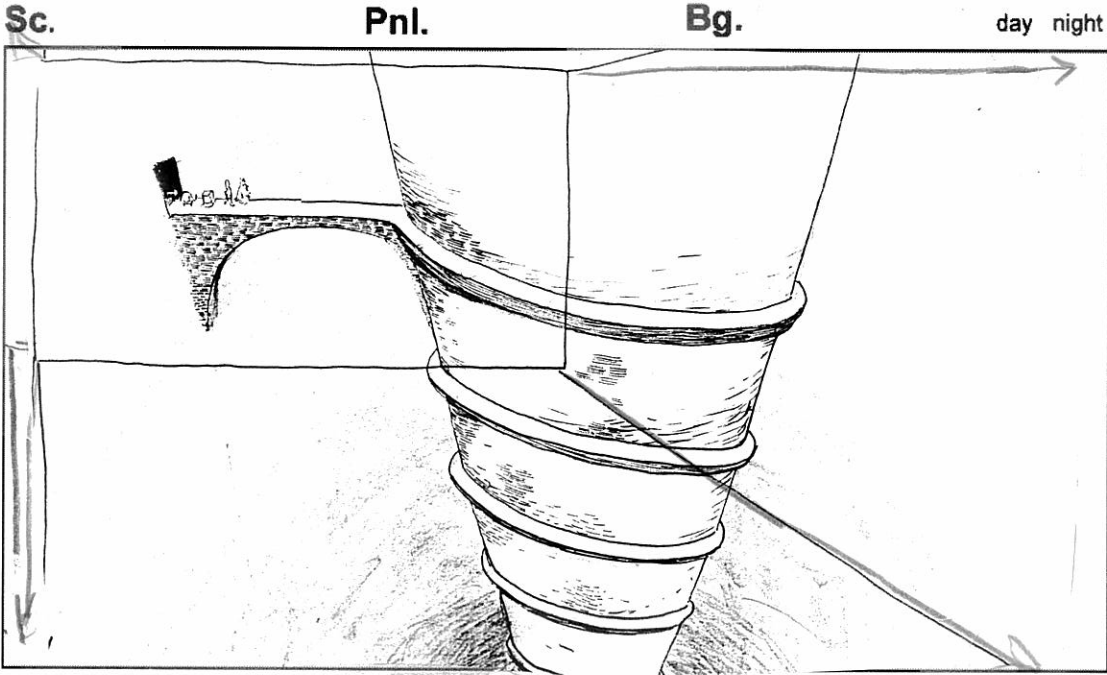
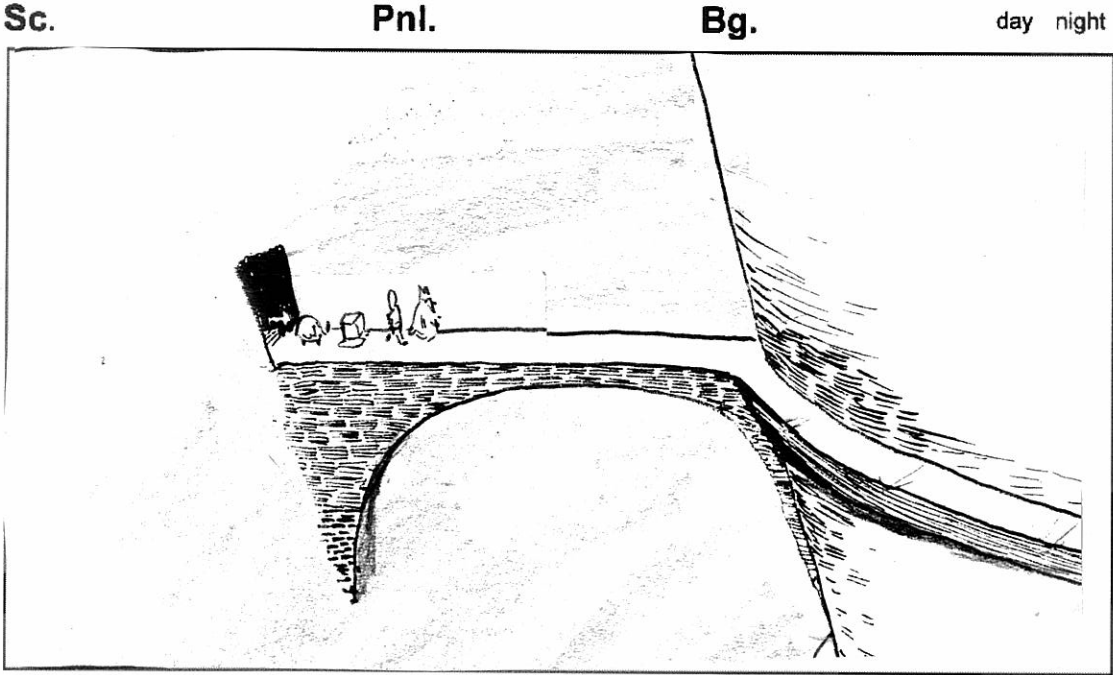
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

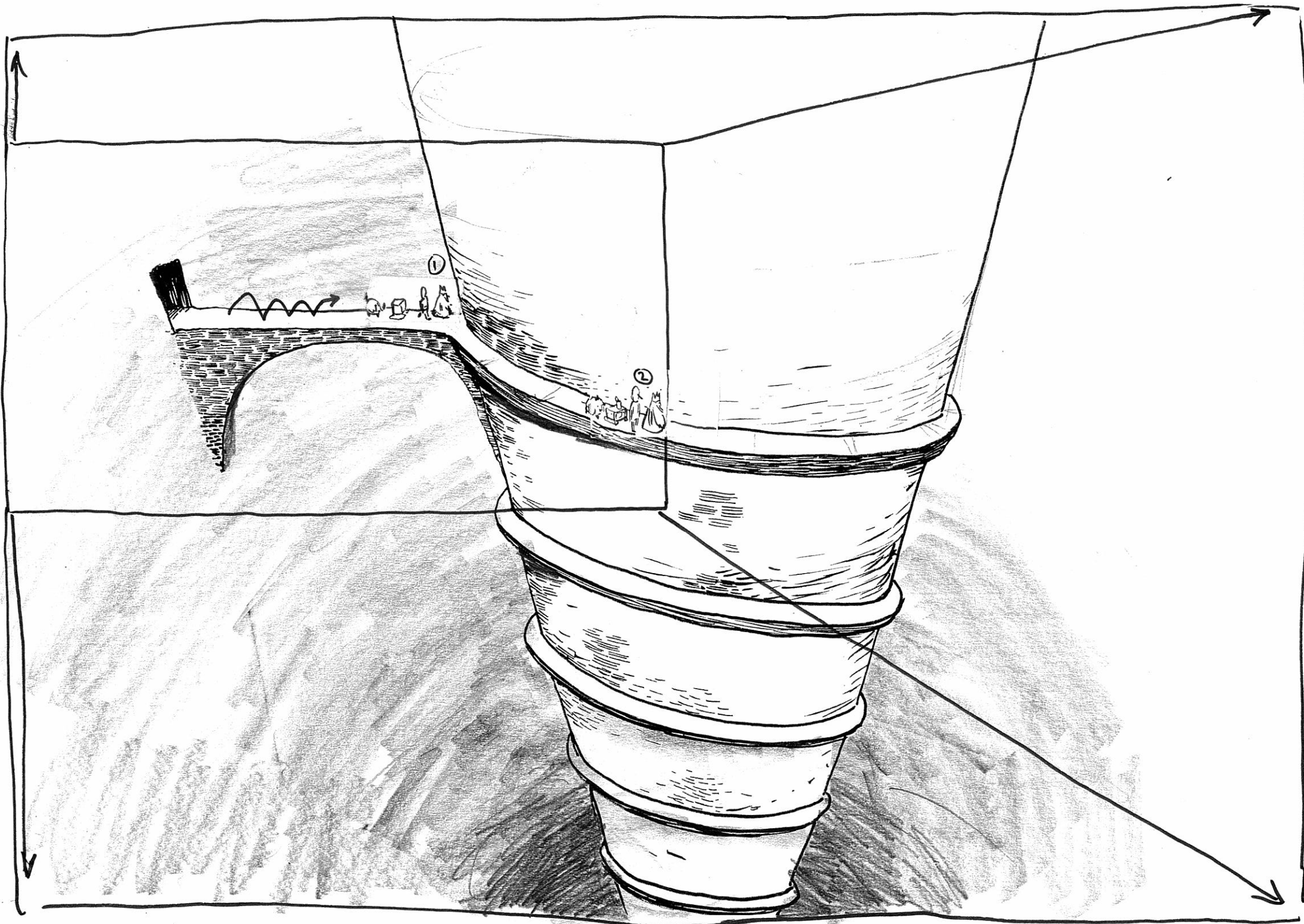


Page 139



| |
|---------------------------------|
| Dialog: |
| (TT) WOW THIS IS <u>LARGE</u> . |
| Action: |
| Timing: |

EPISODE # 1014-113
Production :

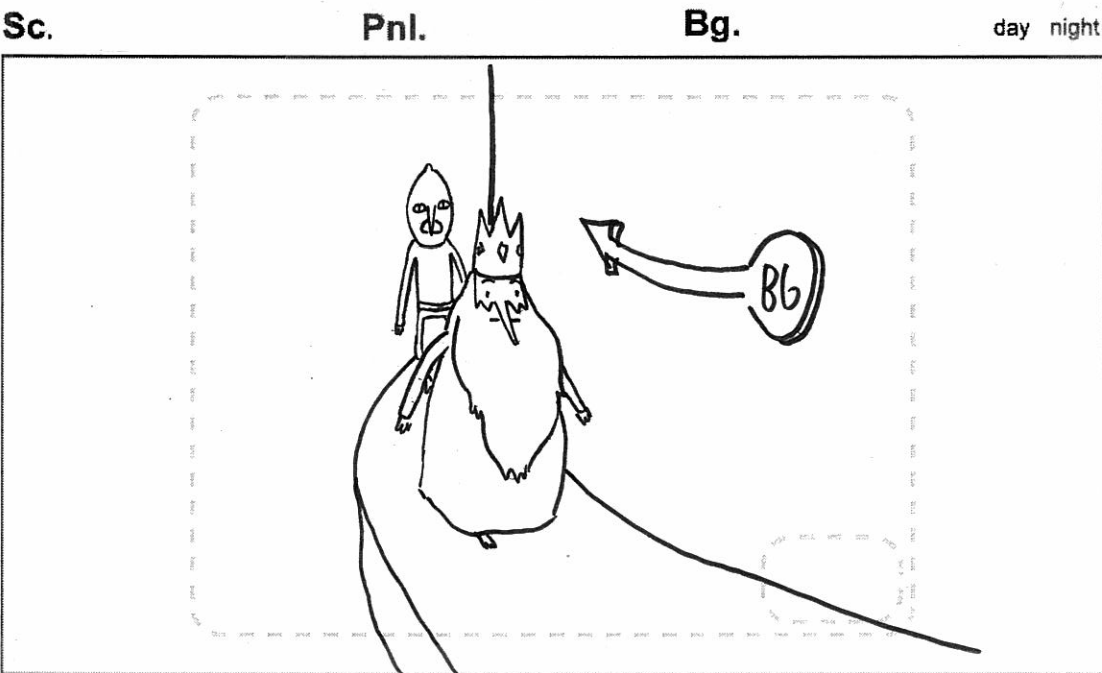
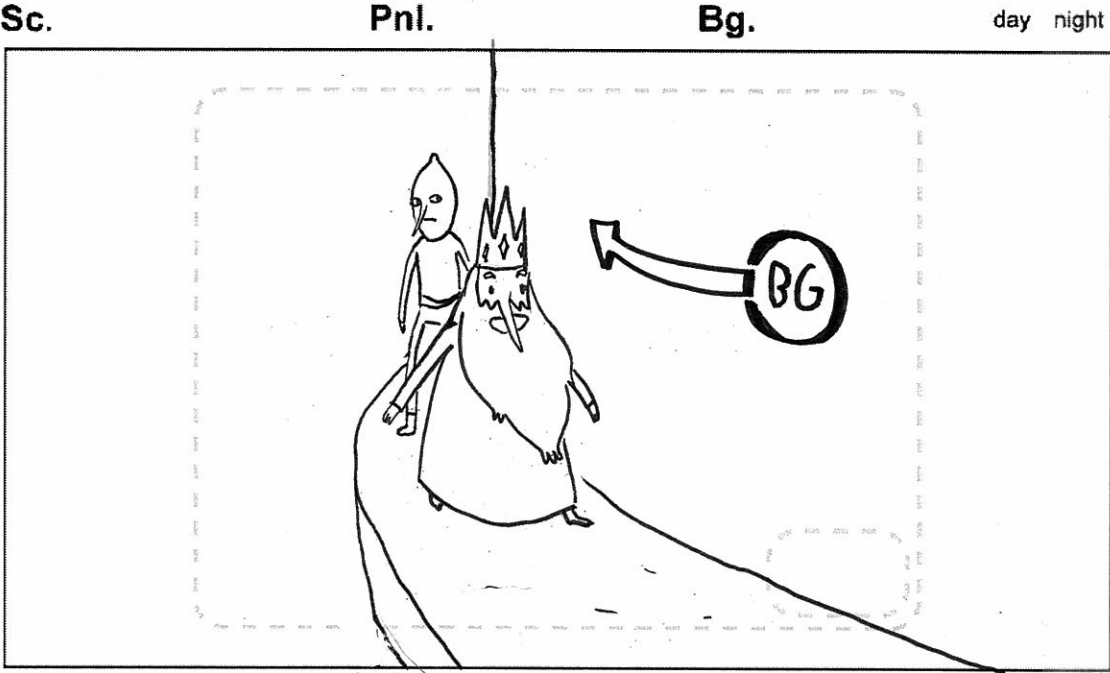


140

1014-113

zoom out

ADVENTURE TIME



Dialog: (IK) This must be the center of the dungeon, right Lemongrab? (LG) YES!

Action:

Timing:

1014-113

EPISODE #

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: (LG) hehn?

Action:

Timing:

EPISODE # 1014-113

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

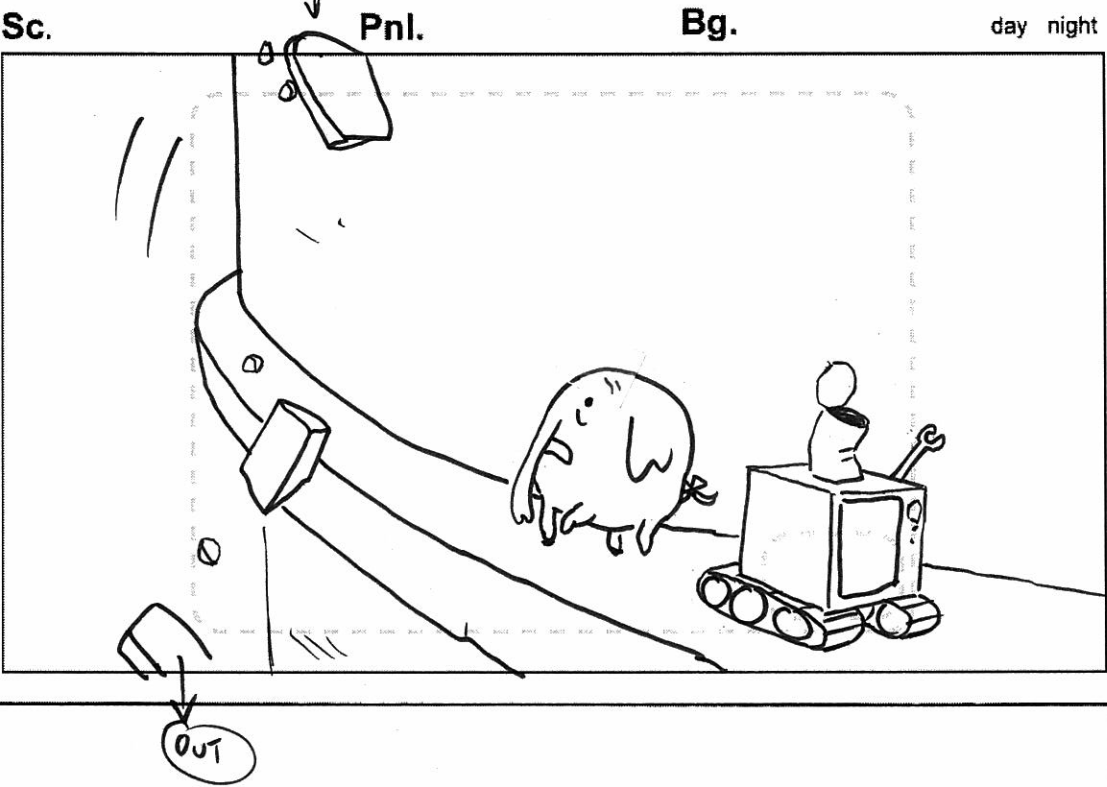
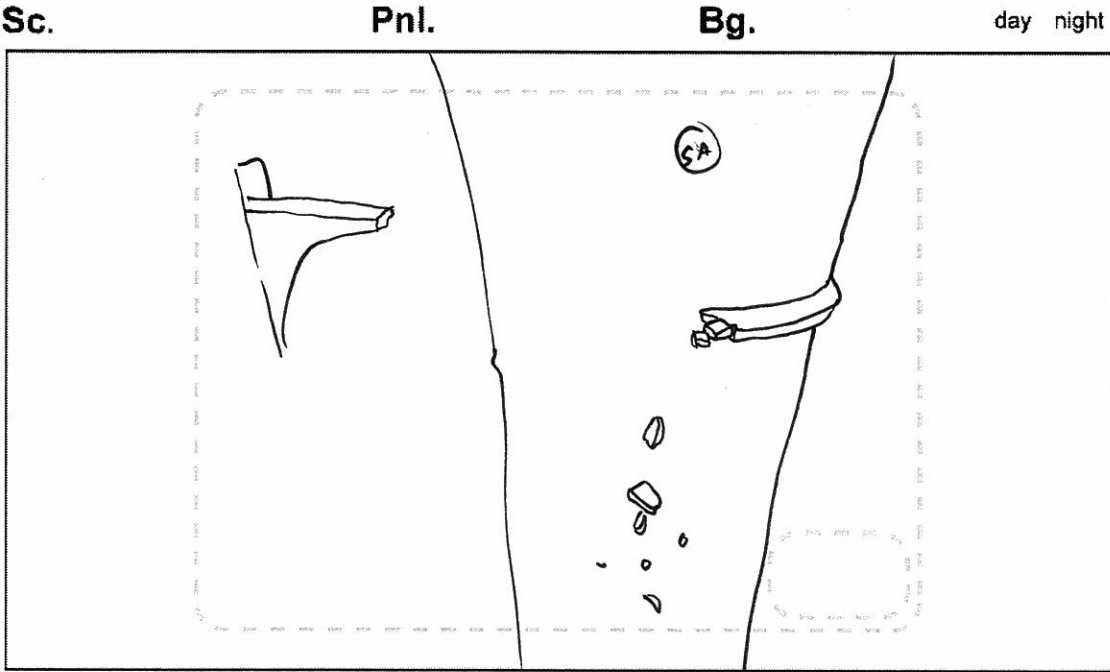
Dialog:

Action:

Timing:

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



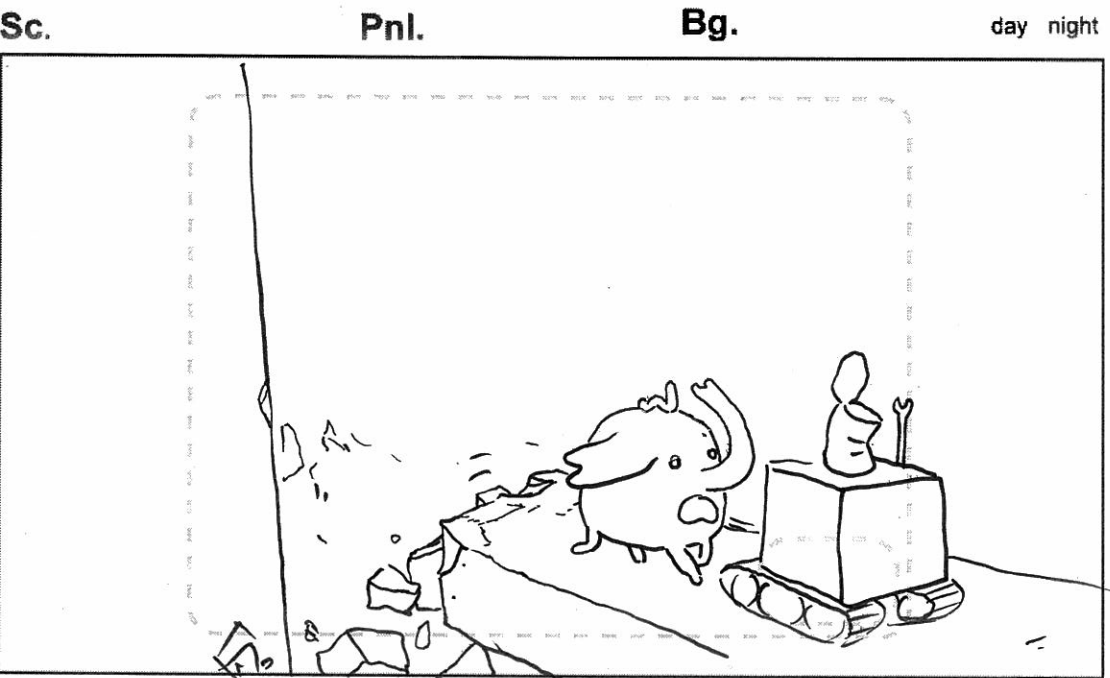
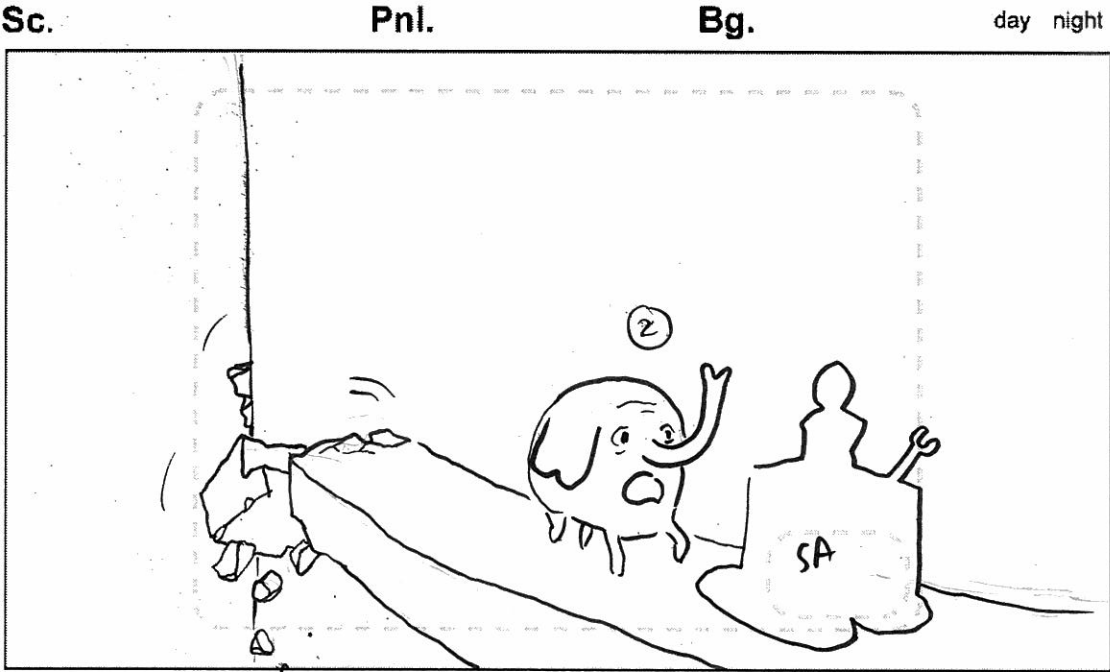
| |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE #

Production :

1014-113

ADVENTURE TIME



Dialog: (T1) run!

Action: (1) T1 sees crumbling path

Timing:

(T1) ~~run~~ EVERYBODY RUN!

EPISODE #

Production :

1014-113

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | |
|---------|--|
| Dialog: | |
| Action: | Ik, LG, NEPTR, TT & SHEIBY run down spiraling ramp as it crumbles behind them. Camera pan in circle to track them. |
| Timing: | |

1014-113
EPISODE #
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:

Action:

Timing:

EPISODE #

Production :

1014-113

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

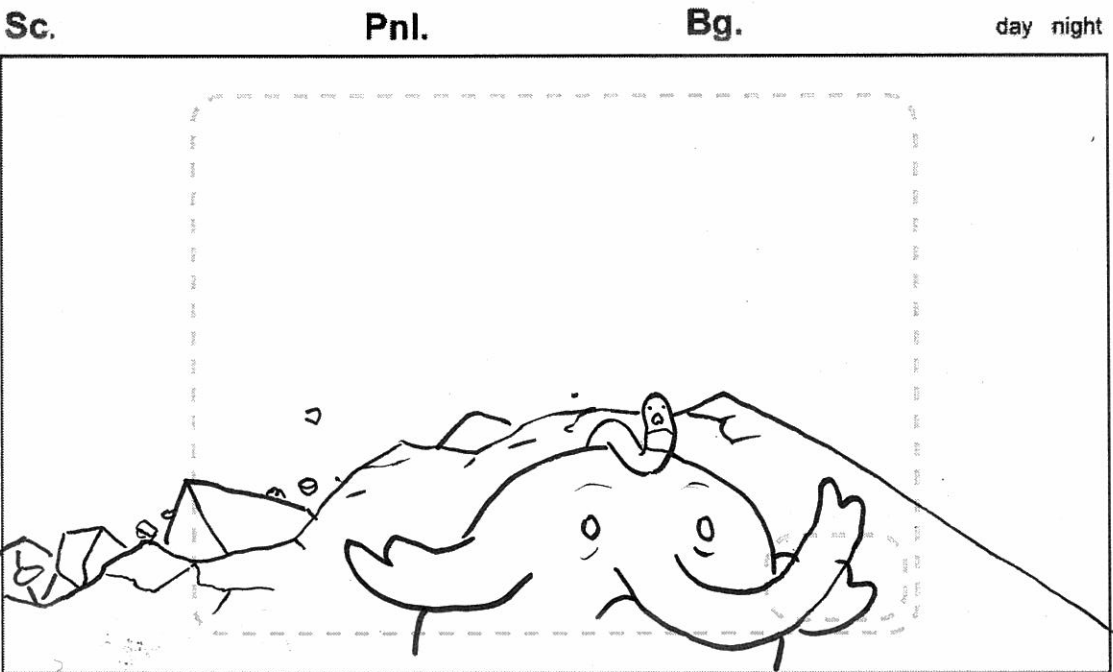
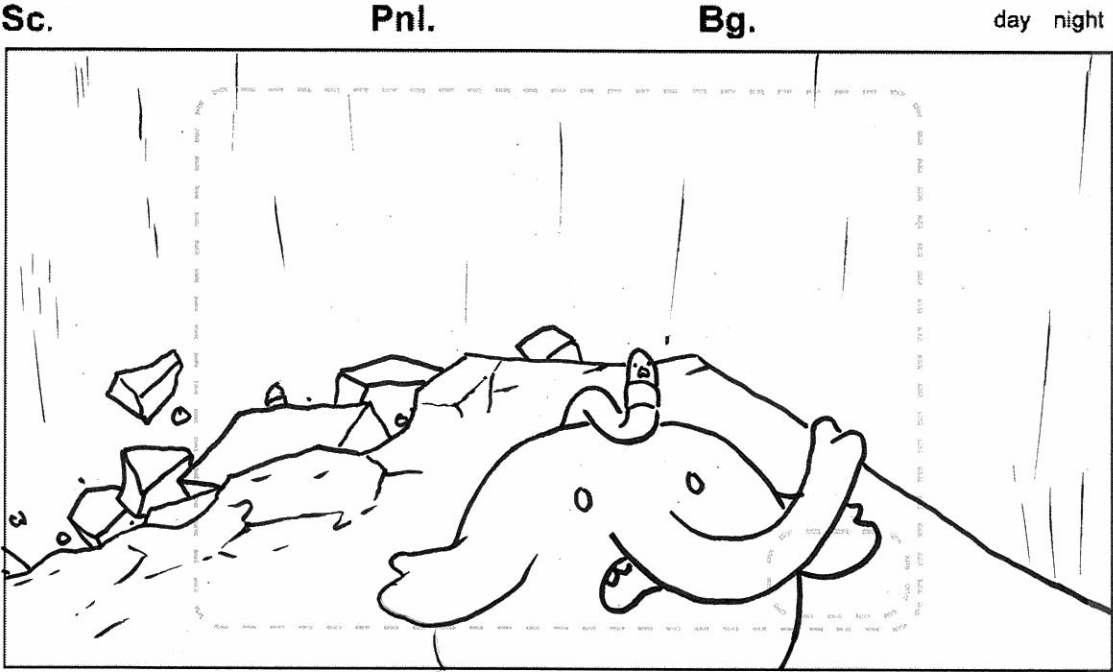
Action:

Timing:

EPISODE # 1014-113
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| | | |
|---------|-------------|---------------------|
| Dialog: | (TT) OH MY! | (shelby) Faster TT! |
| Action: | | |
| Timing: | | |

EPISODE # 1014-113
Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: (TT) Don't criticize my running Shelby (TT) Oh NOO!!

Action:

Timing:

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

IK IN

BG STOP

Sc. Pnl. Bg. day night

BG

Dialog:

IK GOTCHA!

TT ha haa

Action:

IK swoops in Grabs TT (w Shelby on back)
Rocks ~~all~~ continue to fall behind them.

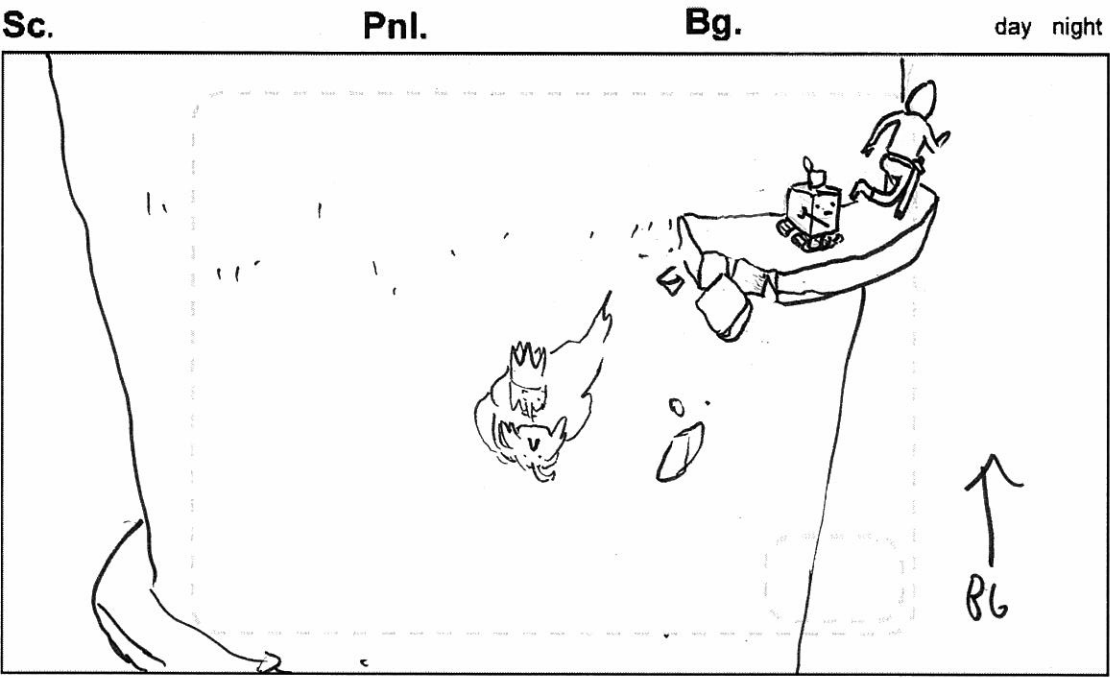
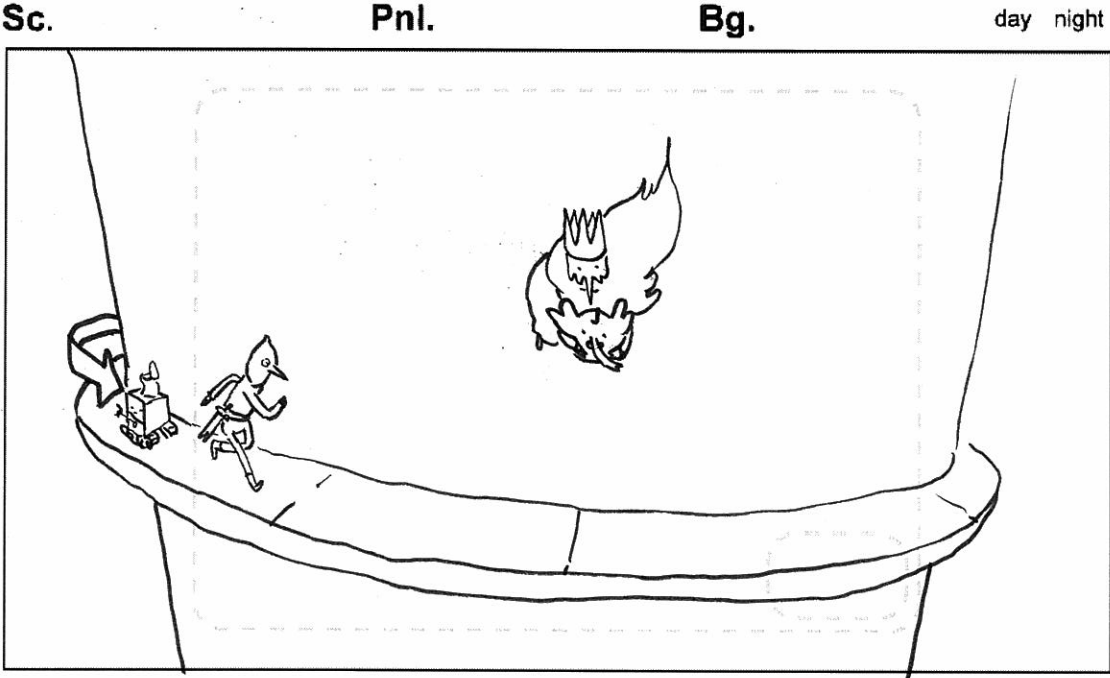
IK turns toward camera
flies down, down

Timing:

1014-113
EPISODE #
Production :

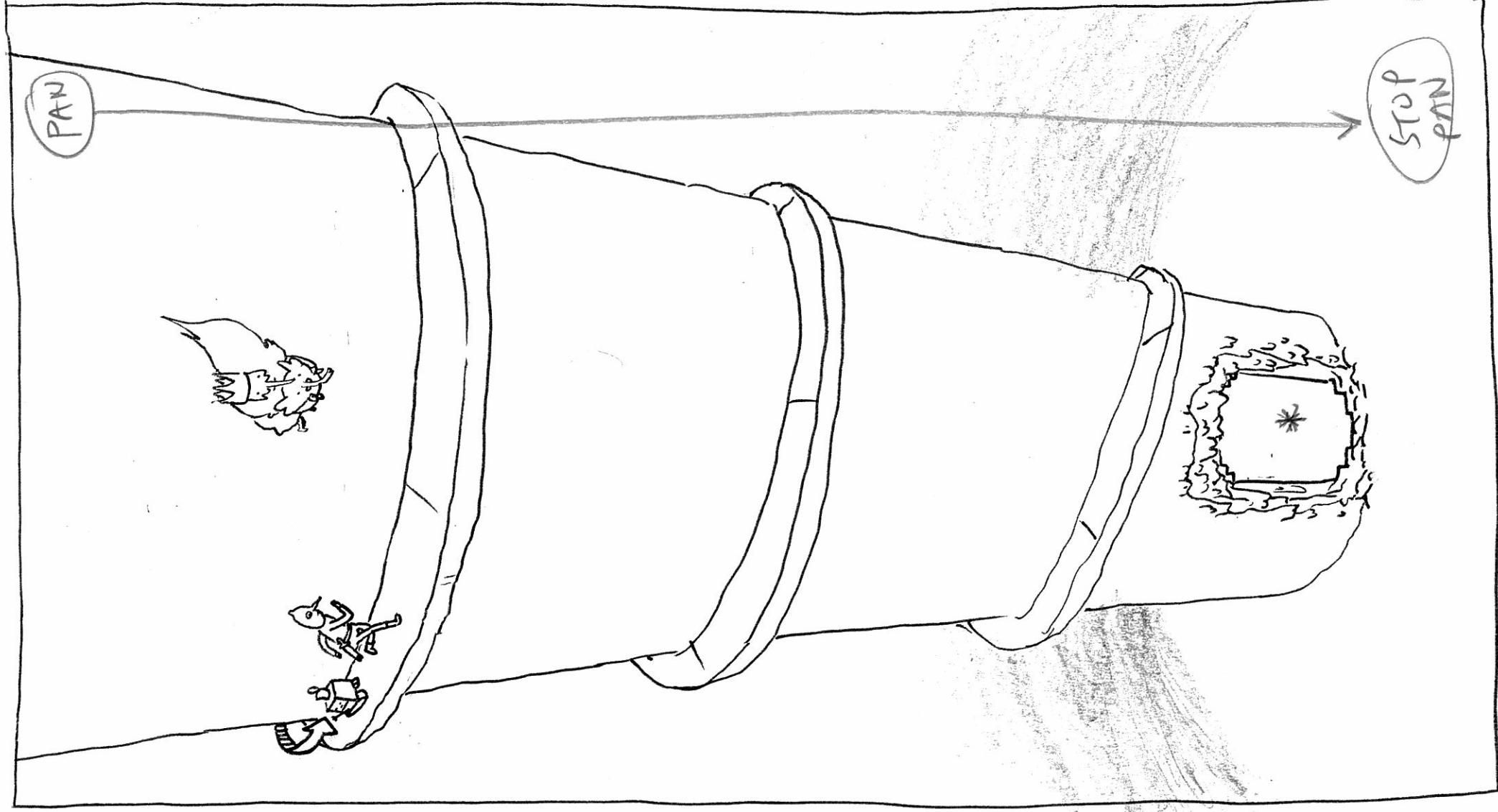
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| |
|---|
| Dialog: |
| Action: Path crumbles. Lb & Neptu keep running Continue Panning |
| Timing: |

EPISODE # 1014-113
Production :



* use
'CRYPTIC DOOR
CYCLE'

ADVENTURE TIME



Sc. Pnl. Bg. day night

BG STOP

Sc. Pnl. Bg. day night

SEE DOOR CYCLE

| |
|---------|
| Dialog: |
| Action: |
| Timing: |

IK flies in, .
Door cycles symbols

1014-113

EPISODE #

Production :

ADVENTURE TIME



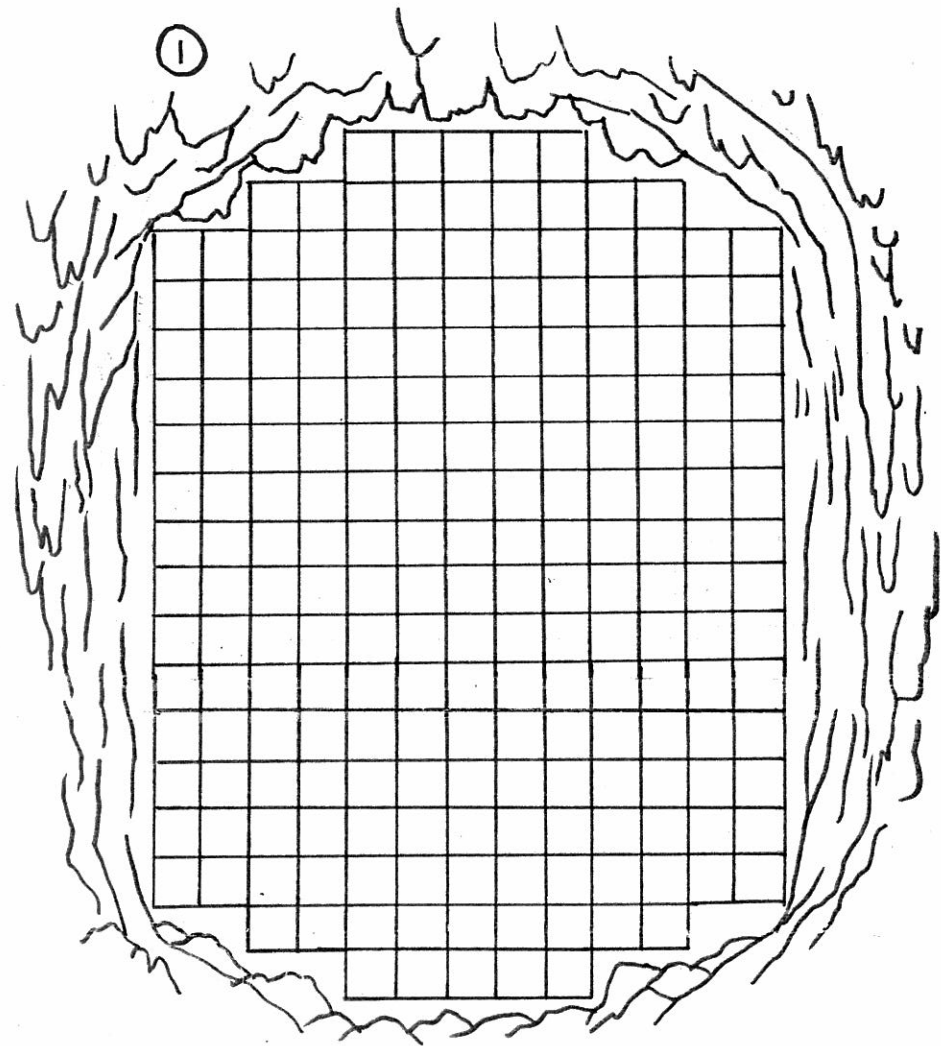
| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| |
|---|
| Dialog: |
| Action: Ik lands w/ TT & shel by. LG & Nepttr (IN) LG Approaches Door |
| Timing: |

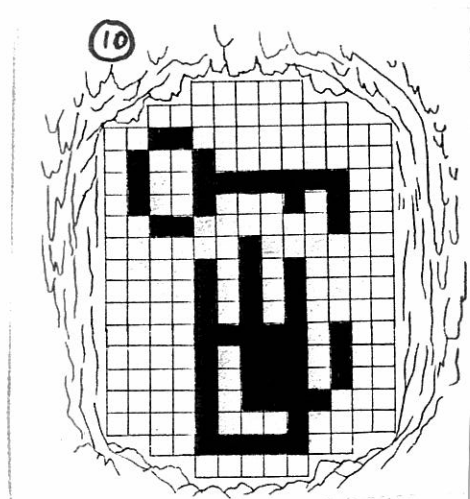
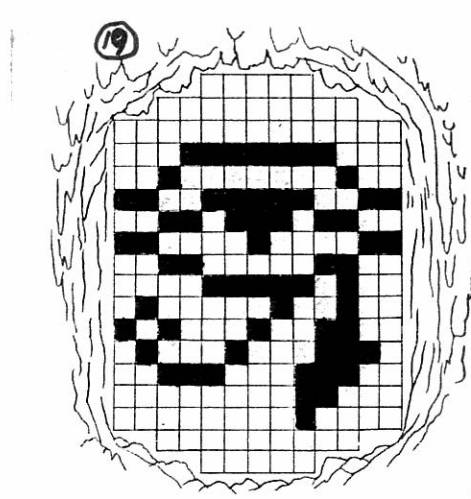
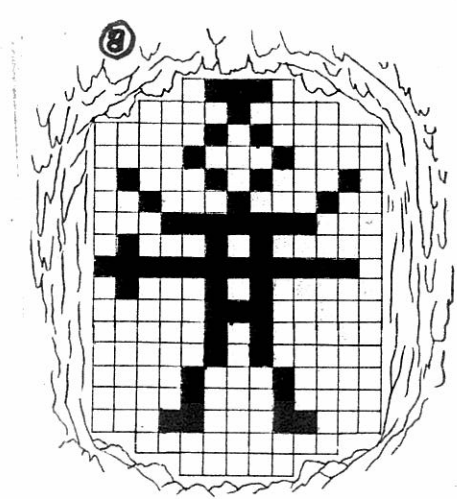
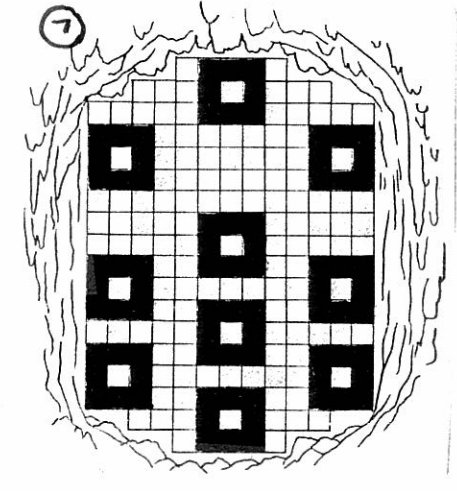
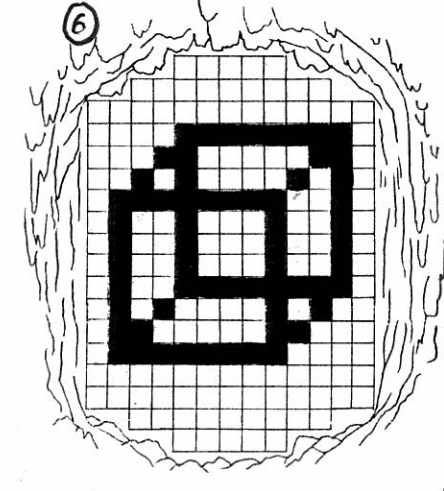
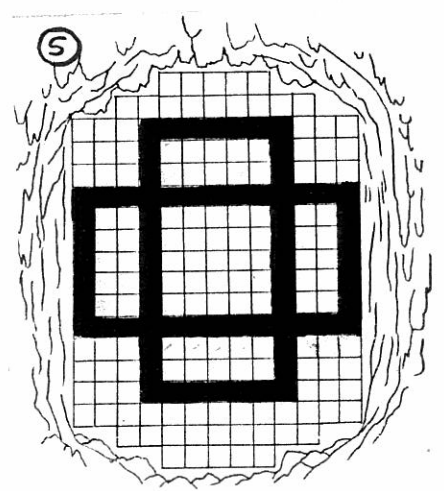
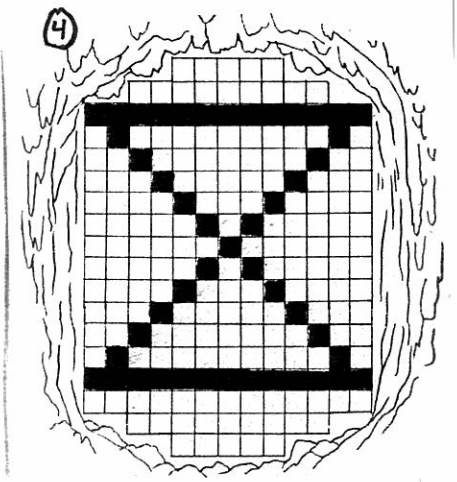
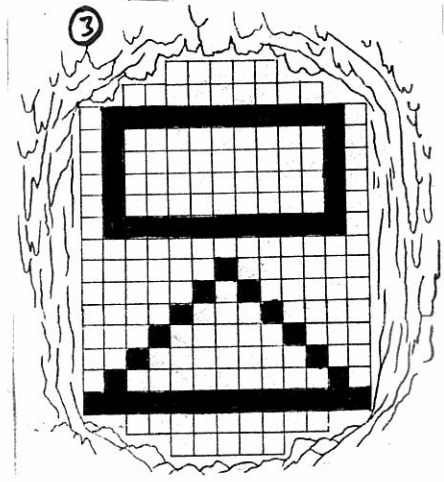
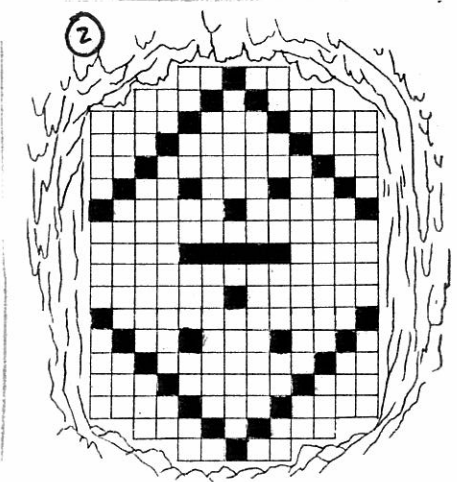
1014-113

EPISODE #

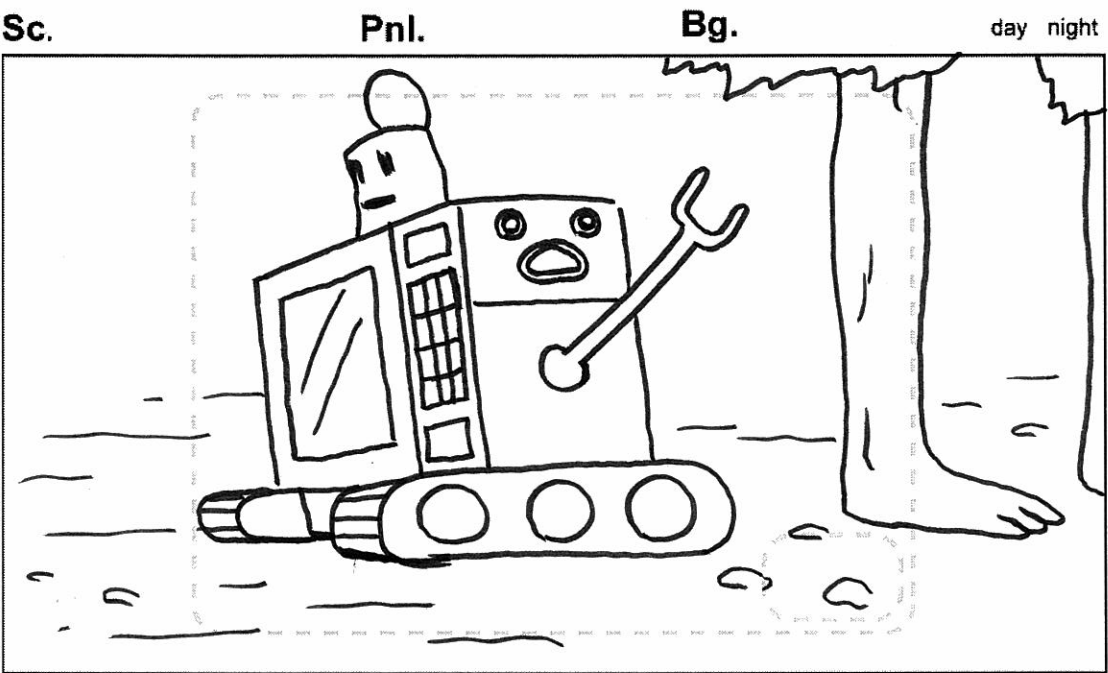
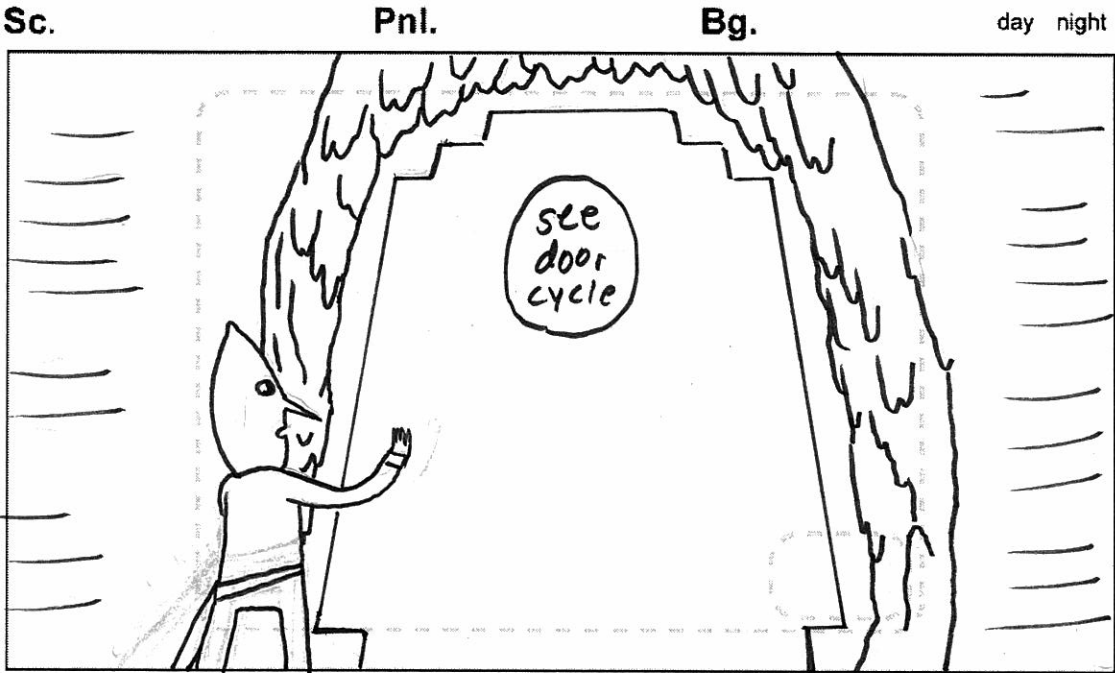
Production :



CRYPTIC DOOR
CYCLE



ADVENTURE TIME



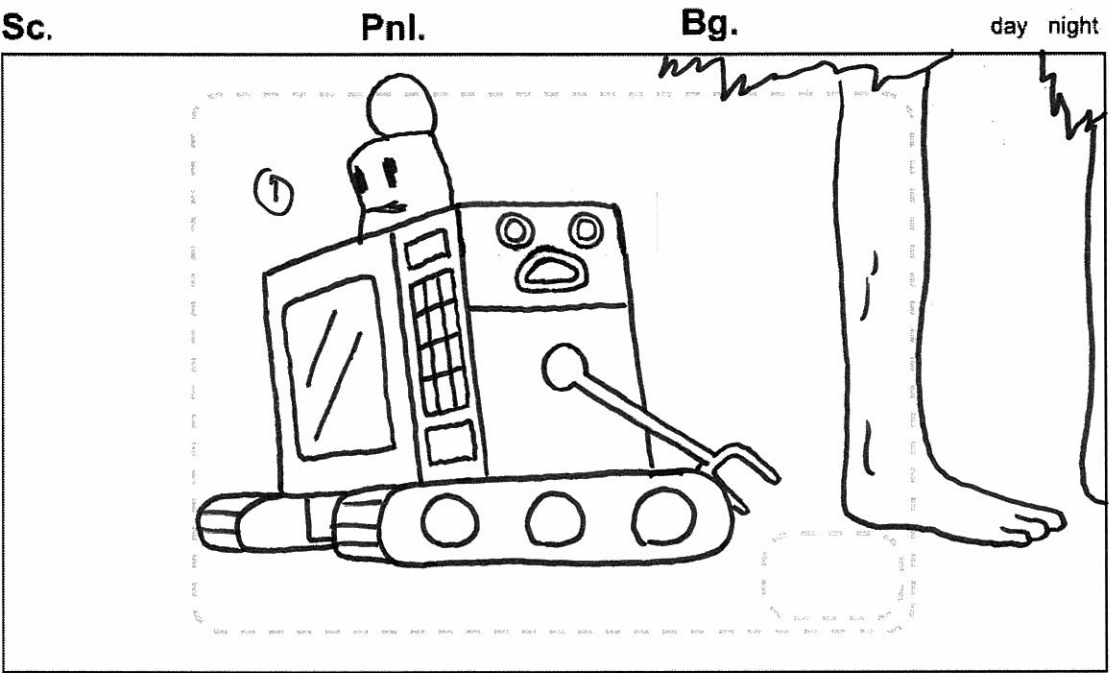
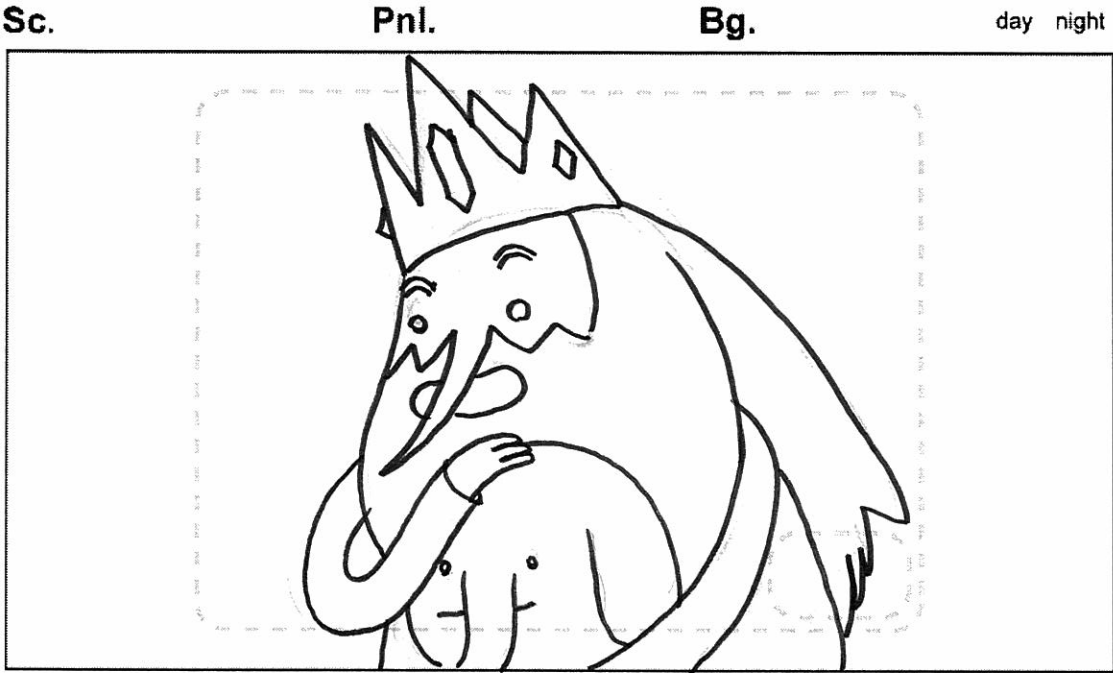
| | | |
|---------|--|--|
| Dialog: | LG/ This door leads to the center exit | Neptu/ The door is secured with an esoteric encryption system. |
| Action: | | |
| Timing: | | |

1014-113

EPISODE #

Production :

ADVENTURE TIME

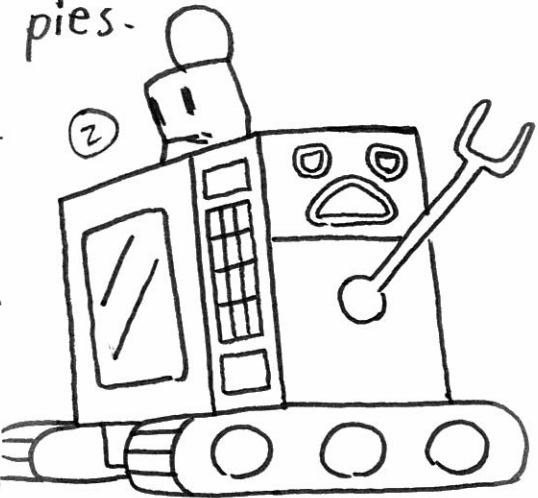


Dialog: IK/ Well thats ok cause you can
"hack the main frame" or whatever.
Right, BMO?

Action:

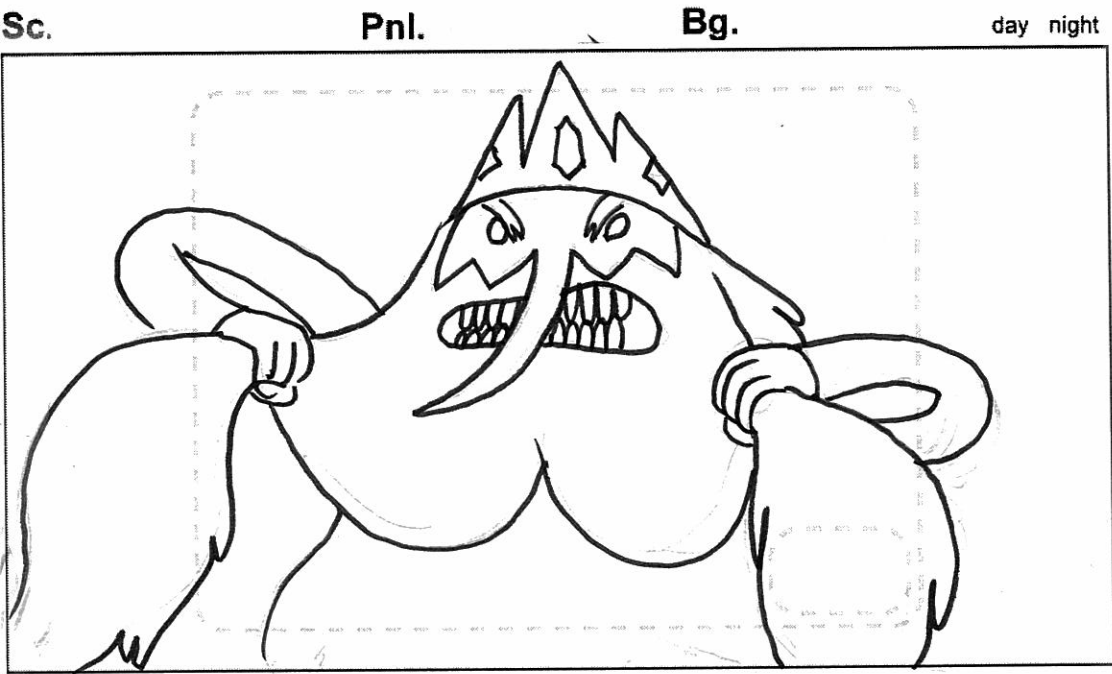
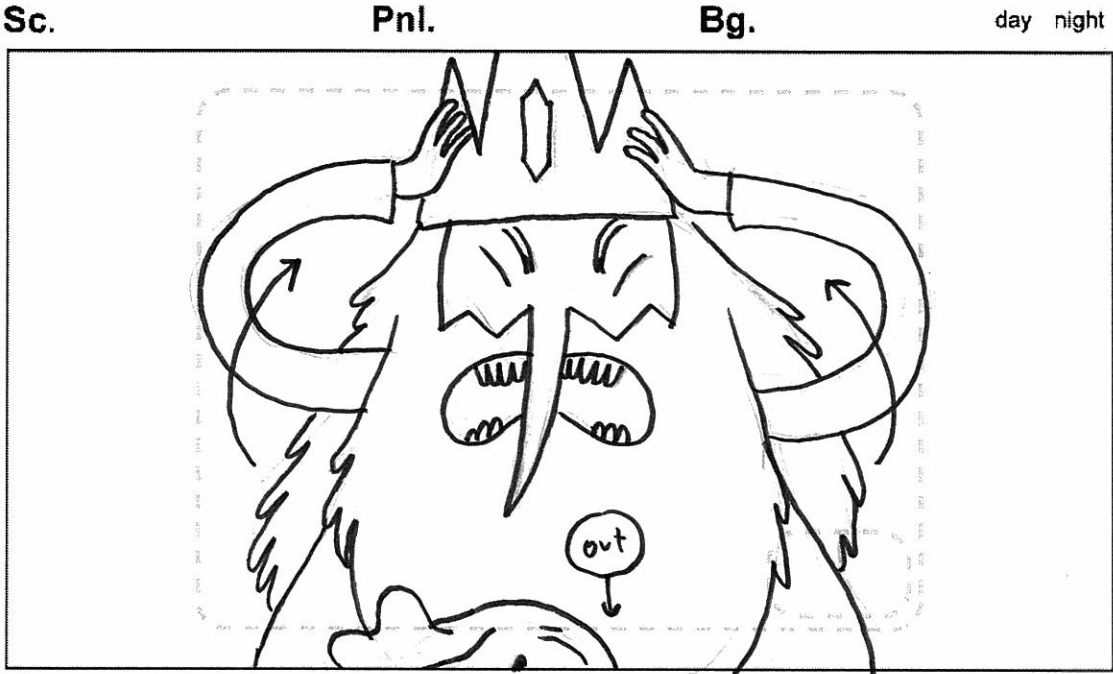
Timing:

Neptr/① I'm not BMO. I'm your son.
Neptr.② I throw pies.



1014-113
EPISODE #

ADVENTURE TIME



Dialog: IK/ Ah spit ! I grabbed
the wrong robot !

Action: drop TT

Timing:

IK/ DIRT! FUDGE
FACE!

EPISODE #

Production :

1014-113

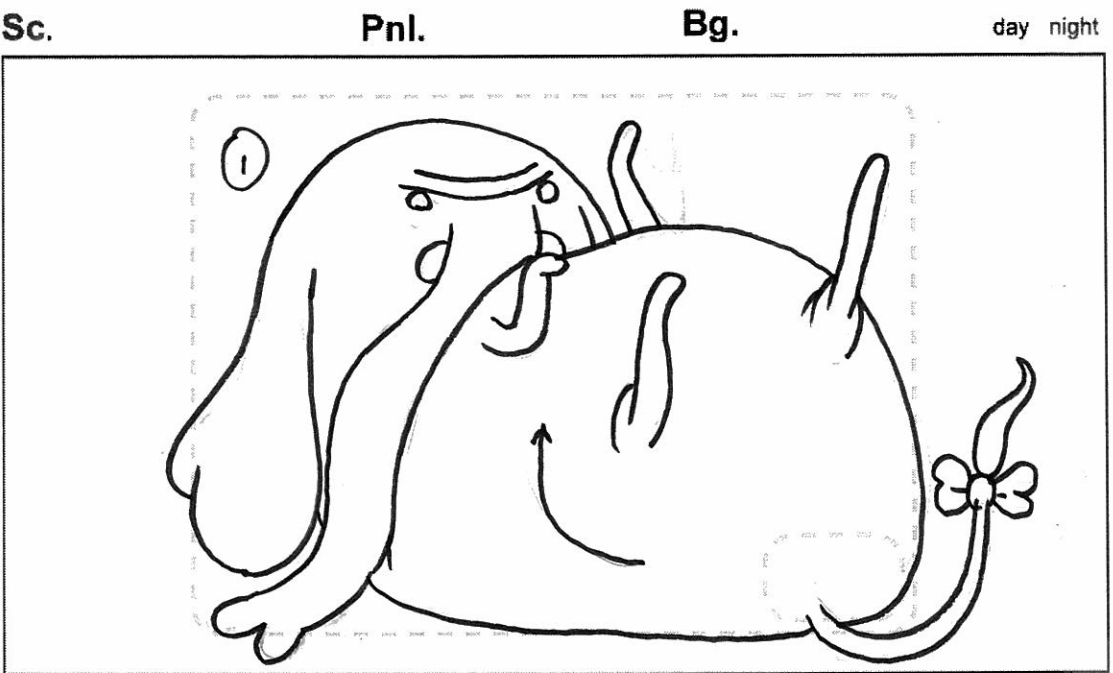
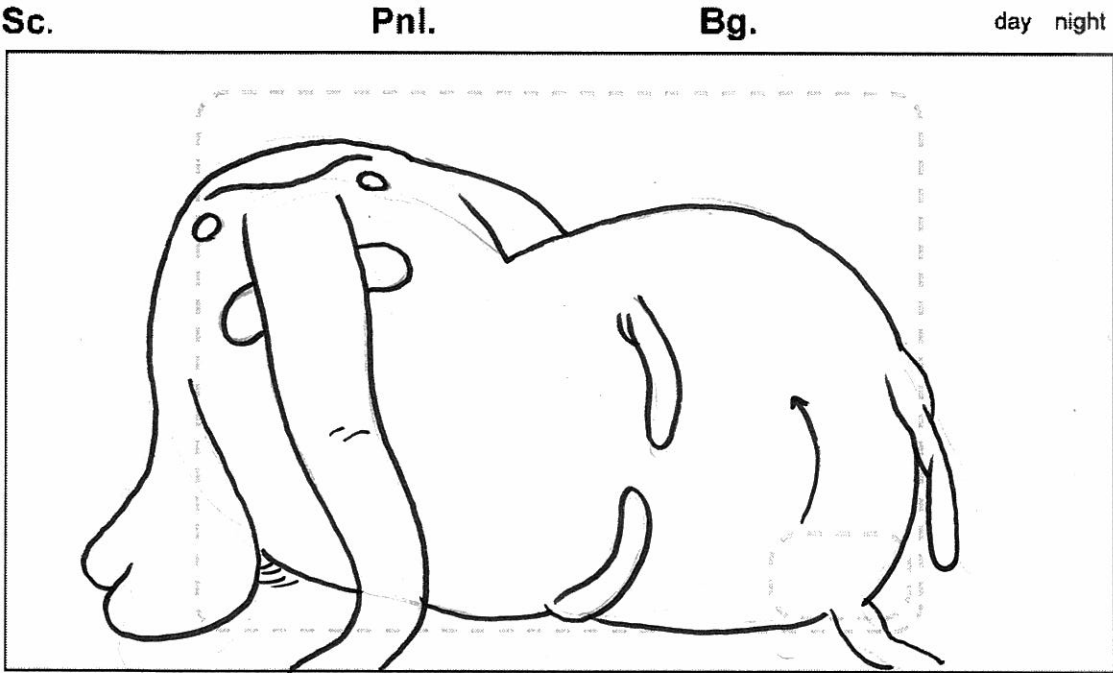
ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|--|----------------------------|
| Dialog: | Shelby / Uh, what is going on here Ice King? | TT / ① Yes. I am getting a |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



Dialog: TT/(cont) weird feeling in my stomach → ① and I think it's 'cause of you
② Mr. Wizard.

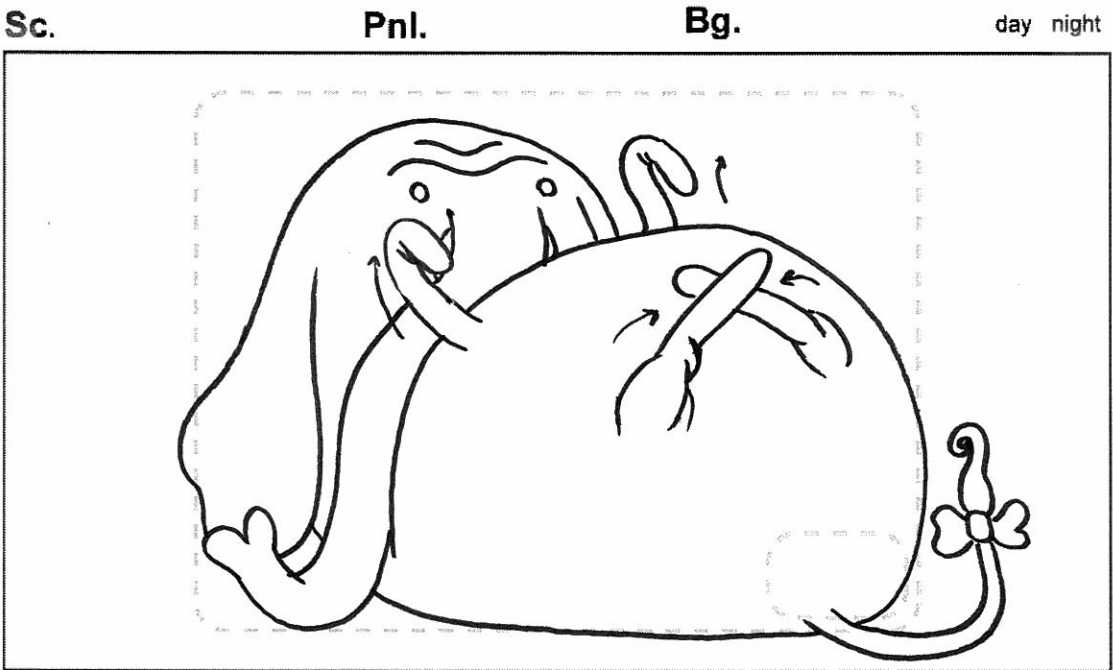
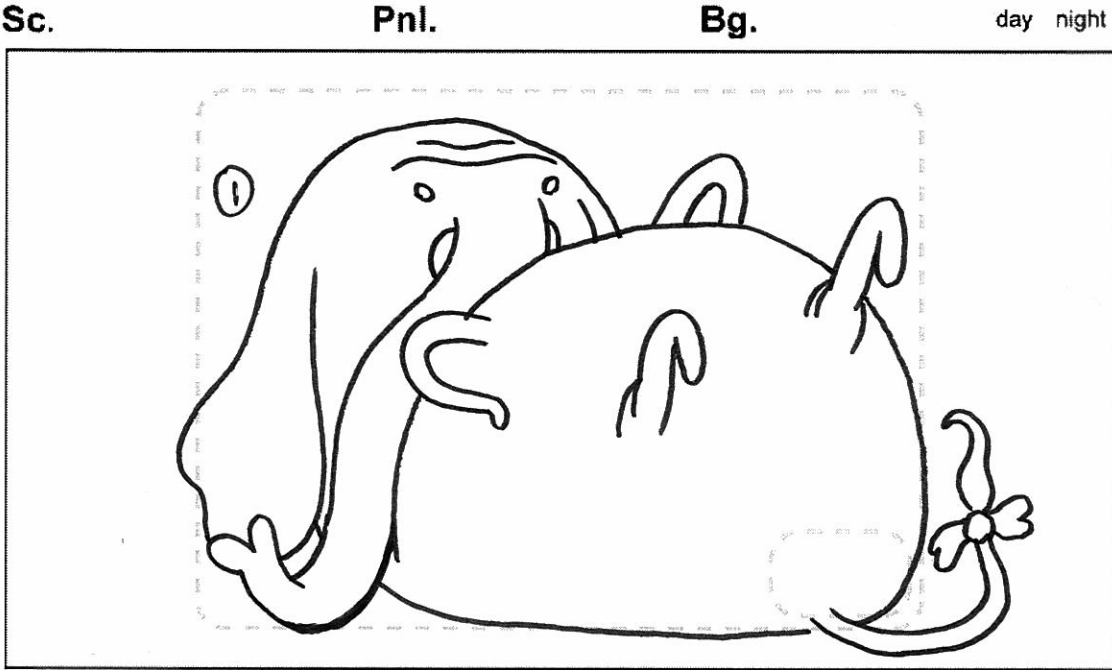
Action:

Timing:

EPISODE # 1014-113

Production :

ADVENTURE TIME



Dialog: TT/you better fess up ③ up ① to whatever you're doing TT/ ① okay cause it aint nice ② to mislead people

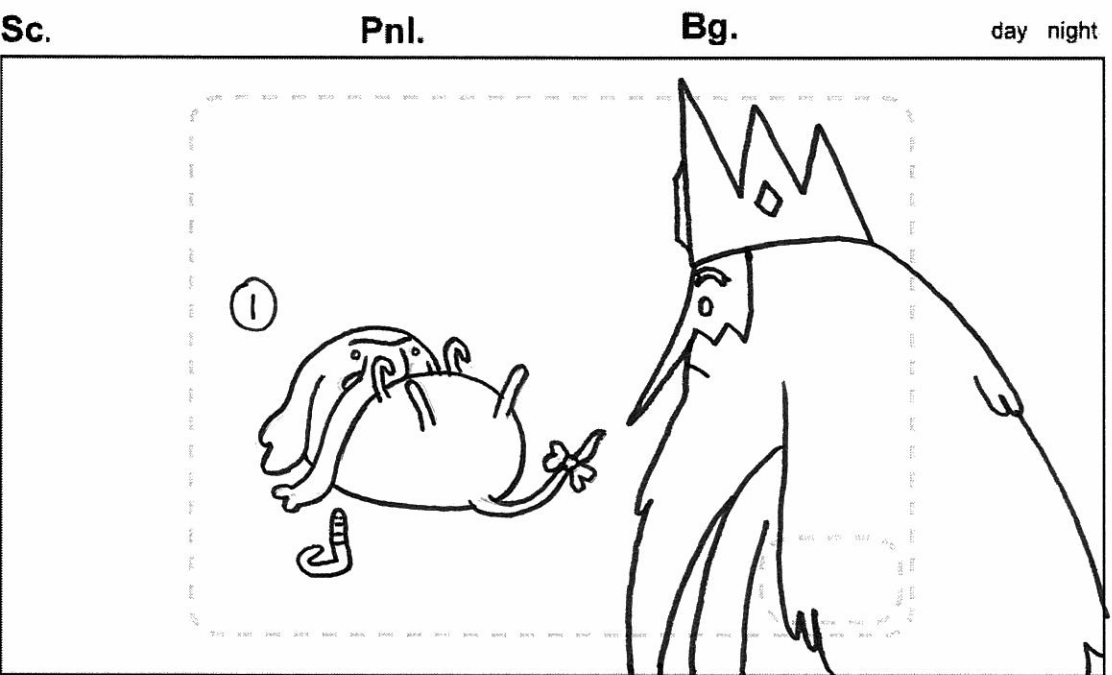
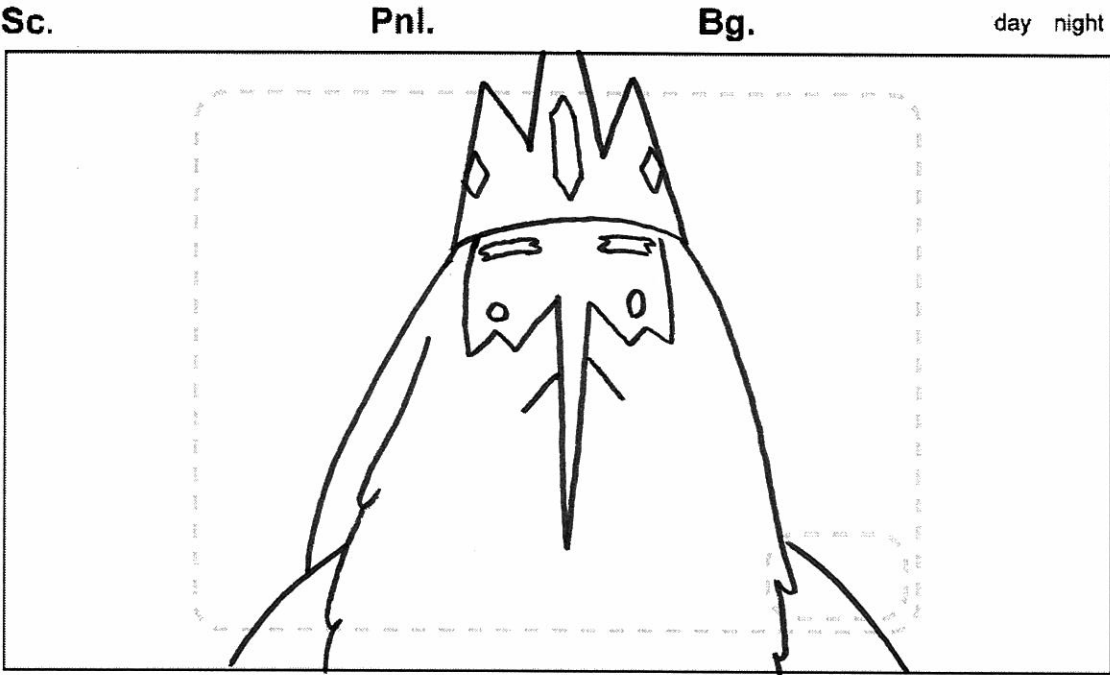
Action: TT sassin'

Timing:

EPISODE # 1014-113

Production :

ADVENTURE TIME



Dialog: TT / I don't know who raised you
but I'm sayin'

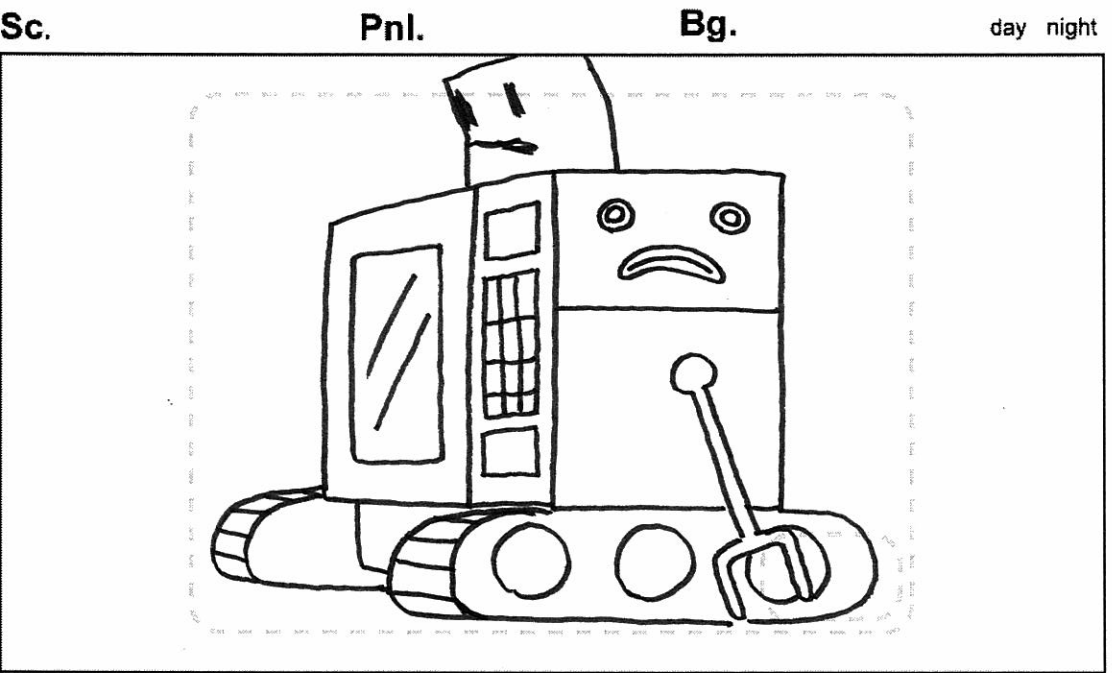
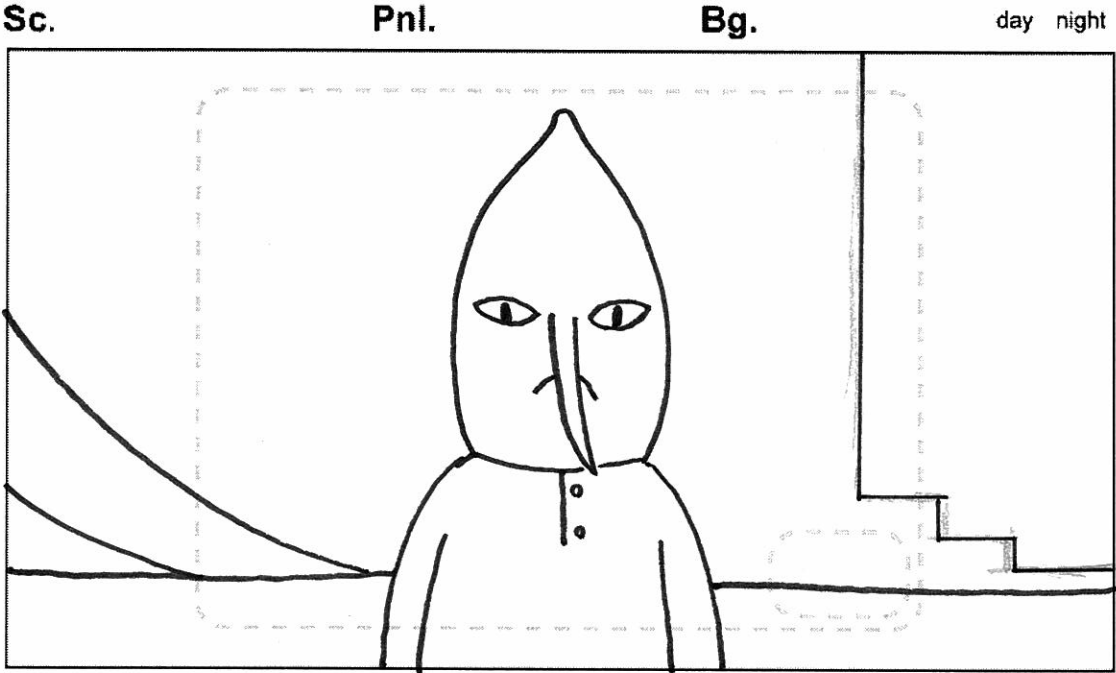
TT / (Cont) ① I got no time for nobody
② dancin' around and actin' a fool
③ at my expense

Action:

Timing:



ADVENTURE TIME



Dialog: TT/ I'm tree Trunks and people know I'm kind and honest

TT/ That's why people like me. Not just 'cause I can bake and that I'm sexy

Action:

Timing:

EPISODE #

1014-113

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

| | | |
|---------|----------------|---------------------------|
| Dialog: | IK / huh what? | IK / what was she saying? |
| Action: | | |
| Timing: | | |

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

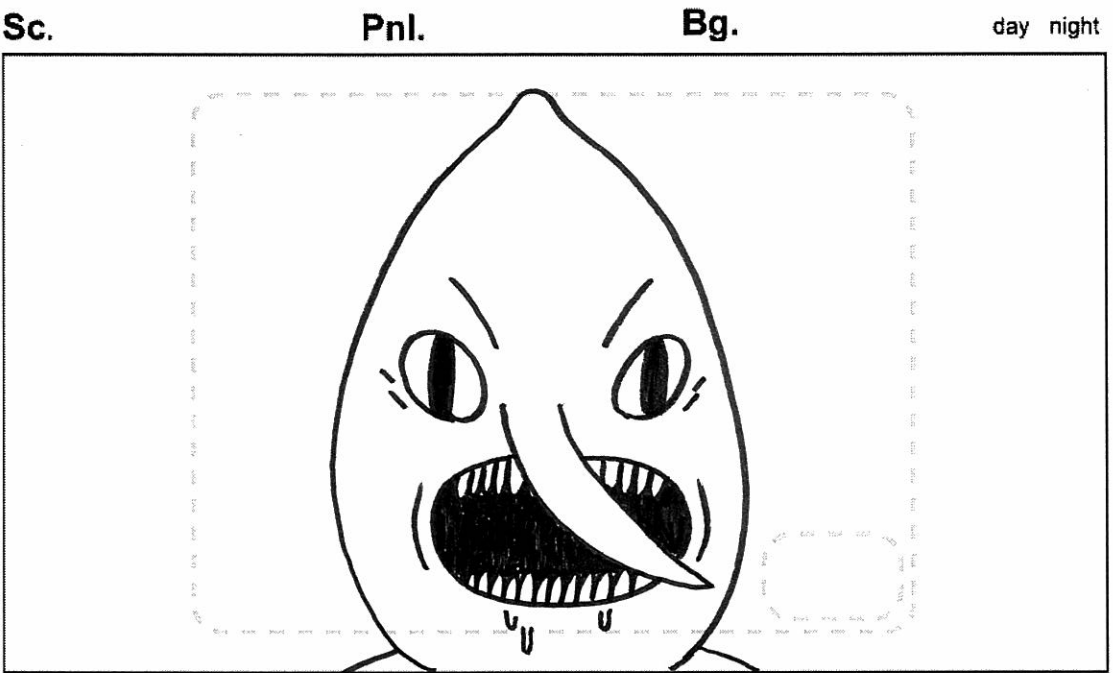
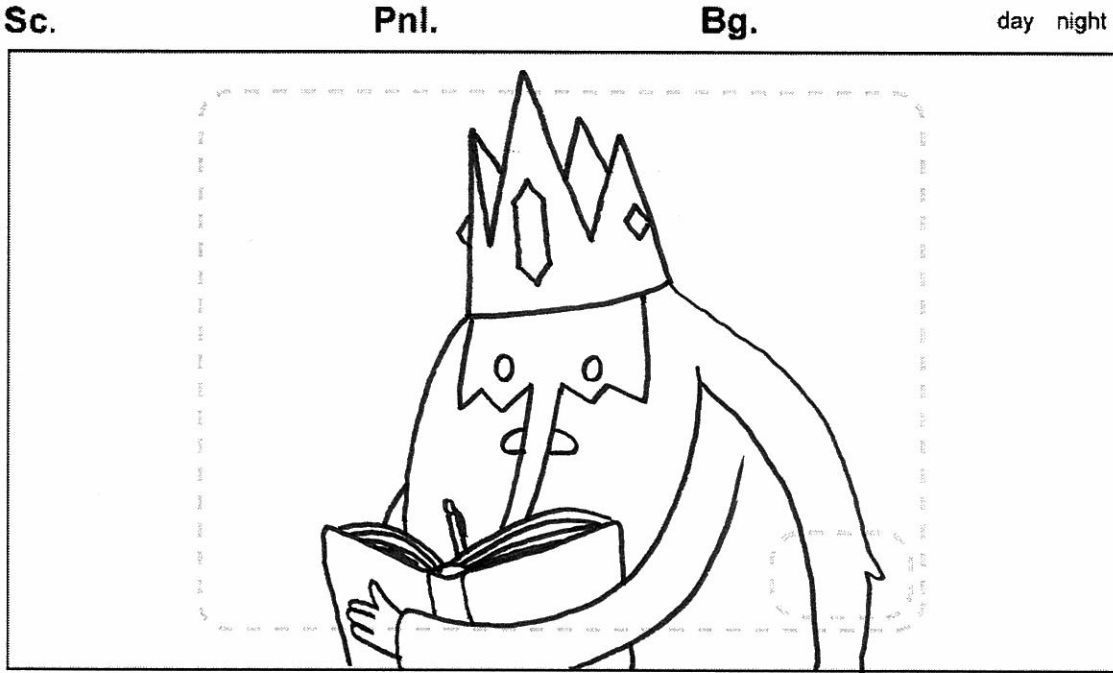
| | | |
|---------|---|-------------|
| Dialog: | TT / so stop sellin' fib bibs and give it straight. <i>Omms</i> | IK / (beat) |
| Action: | | |
| Timing: | | |

EPISODE #

Production :

1014-113

ADVENTURE TIME



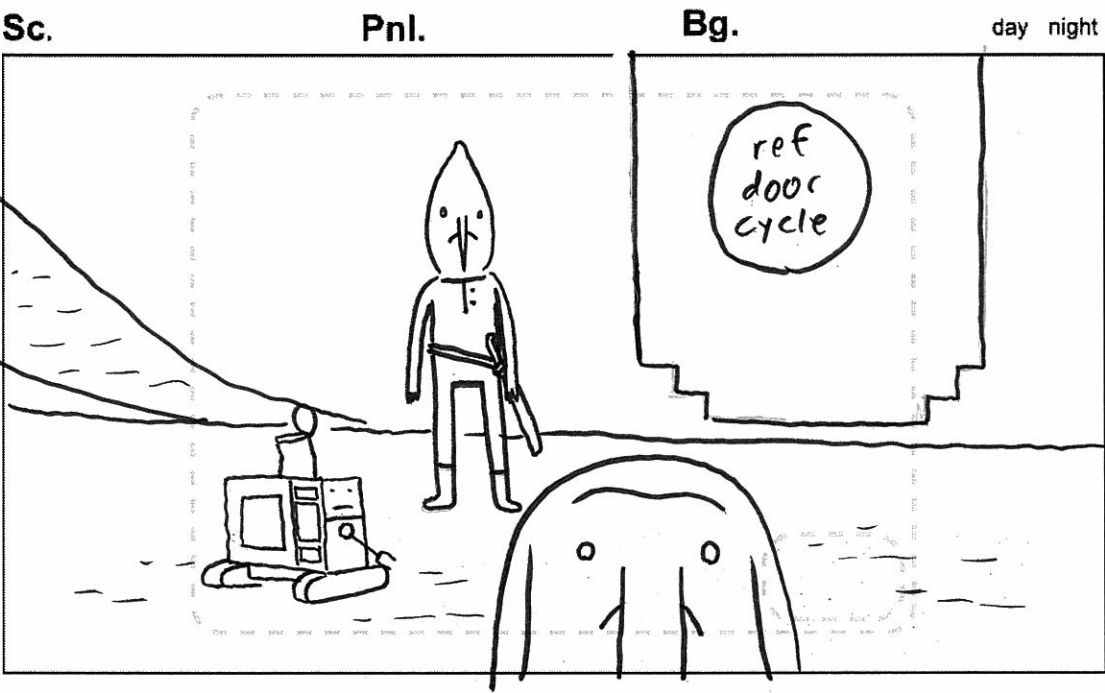
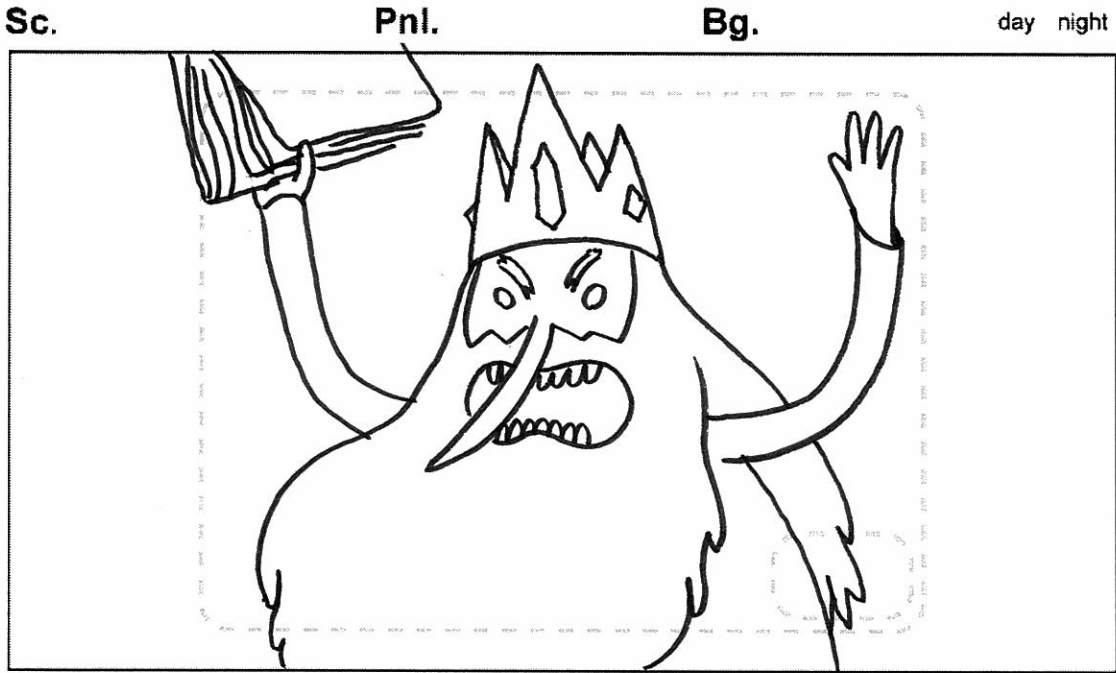
| | | |
|---------|---------------------------------|--|
| Dialog: | IK / hold on I had a thought... | Lemon Grab/ STEAL YOUR LIFE FORCE!! |
| Action: | | |
| Timing: | | |

1014-113

EPISODE #

Production :

ADVENTURE TIME



Dialog:

IK/ ALRIGHT!

IK/ I knocked y'all out and brought you here!

Action:

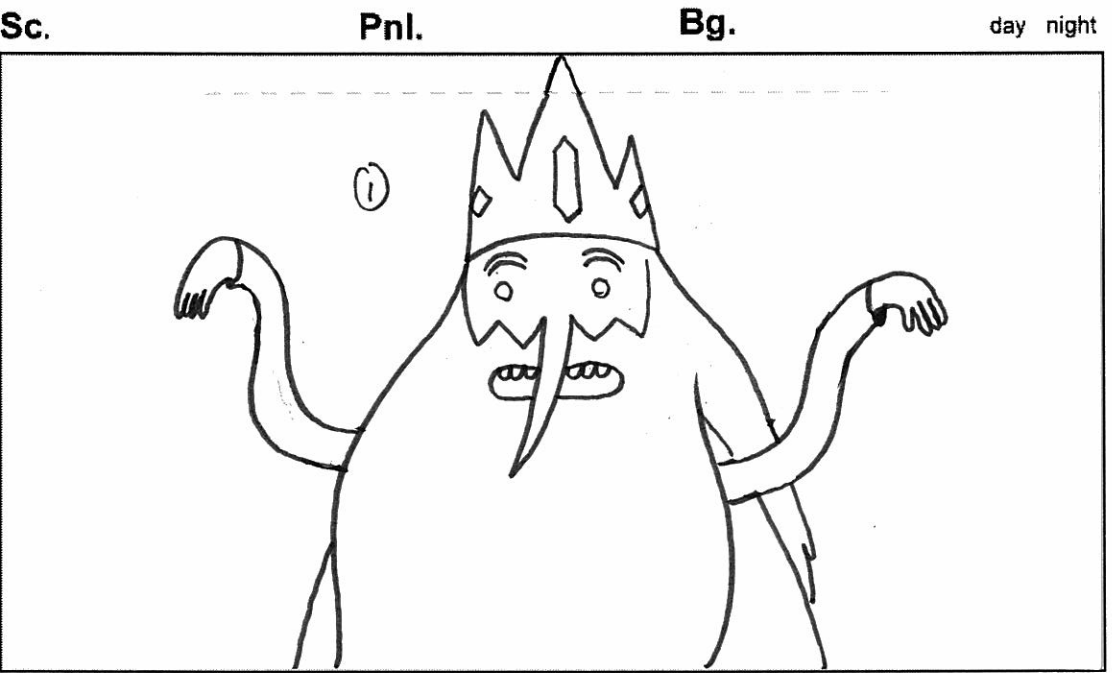
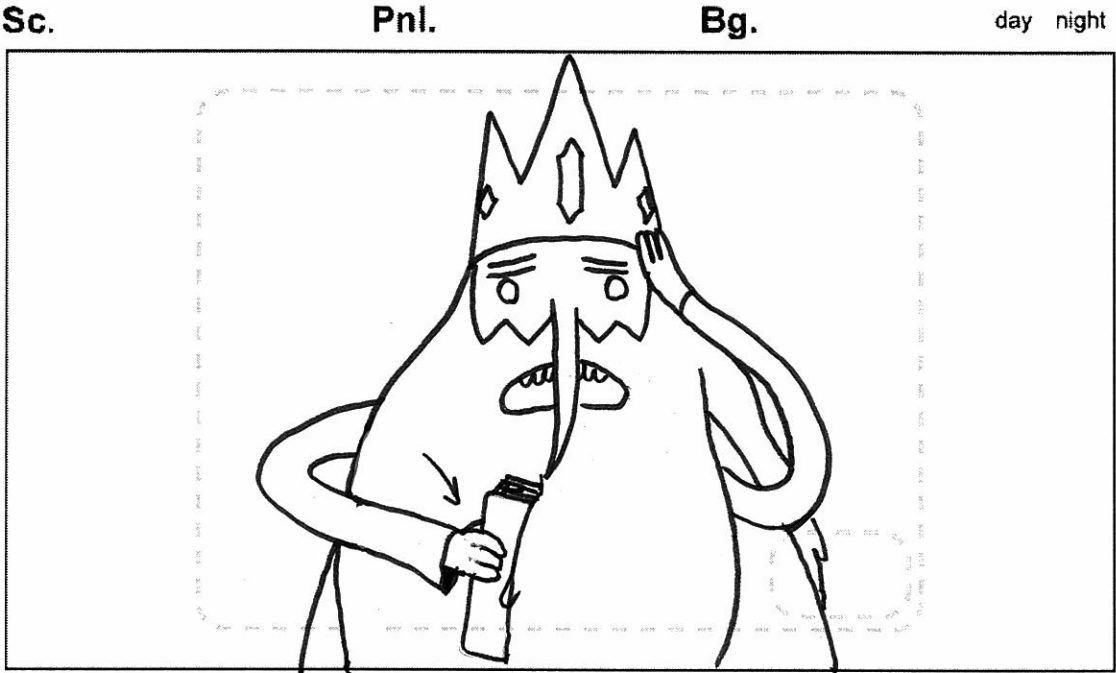
Timing:

1014-113

EPISODE #

Production :

ADVENTURE TIME



Dialog: 1K/ I'm sorry but I had to do it!

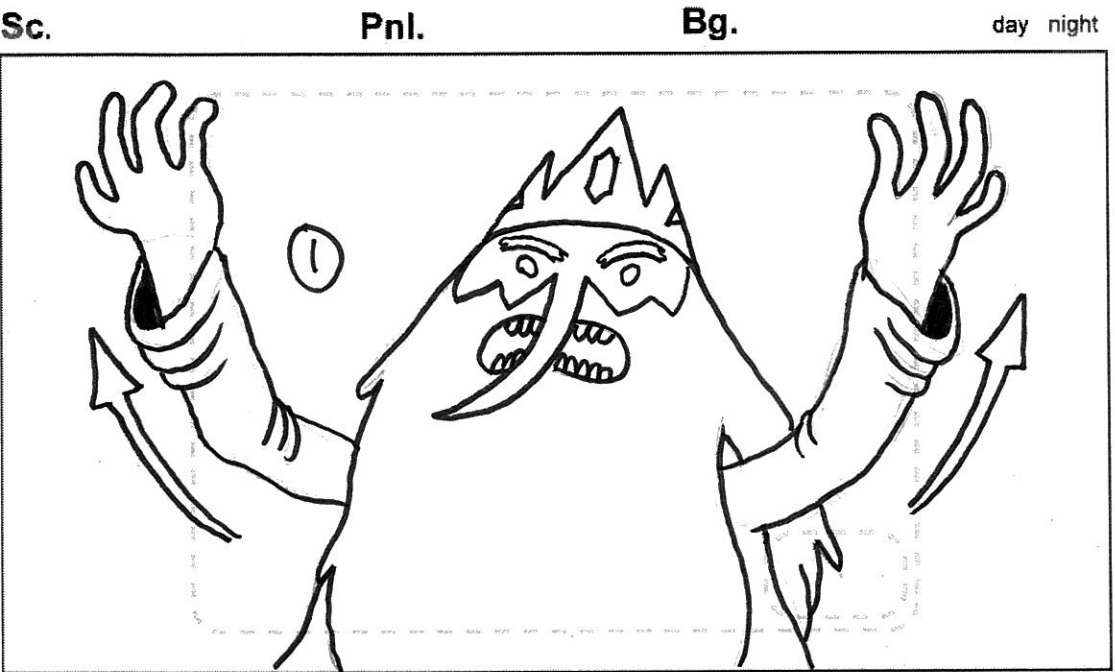
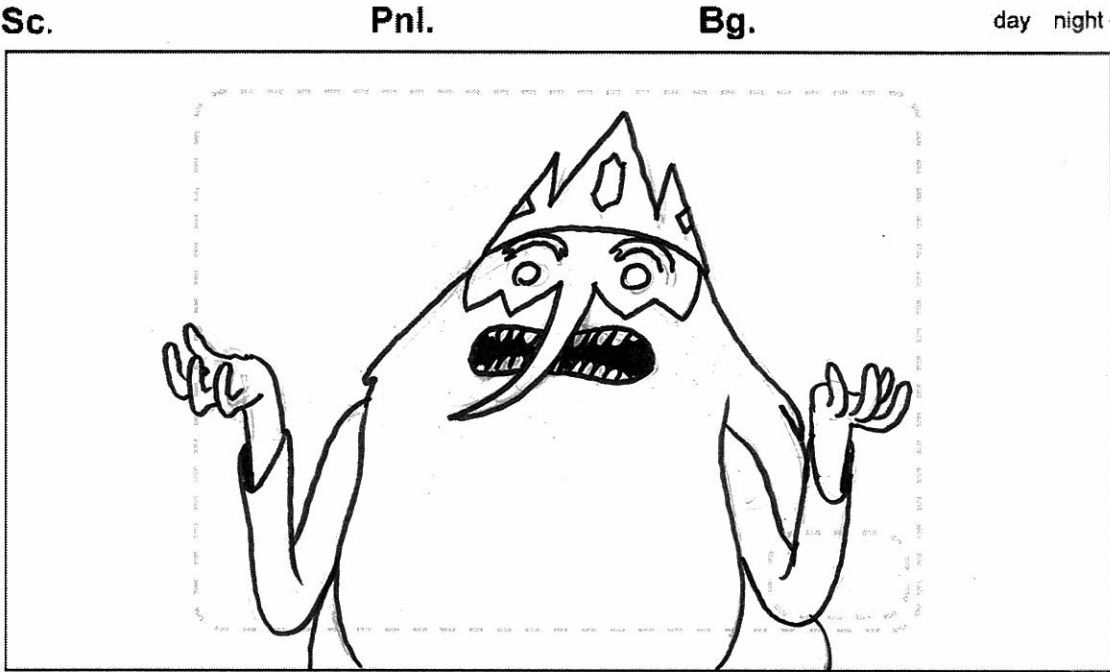
1K/① Each of you possessed the exact qualities
② to pass the various tests ③ of this dungeon.

Action: puts book back into beard

Timing:



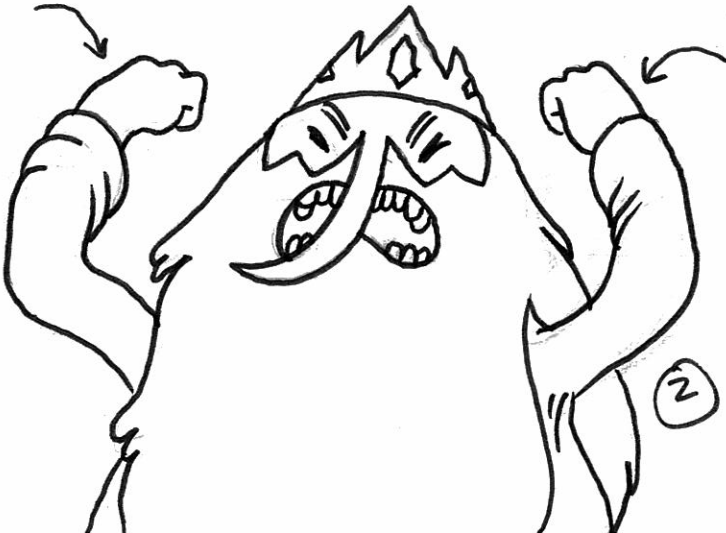
ADVENTURE TIME



Dialog: Ik / This dungeon → Ik / (cont) That I've been studying for years! ① → ②

Action:

Timing:

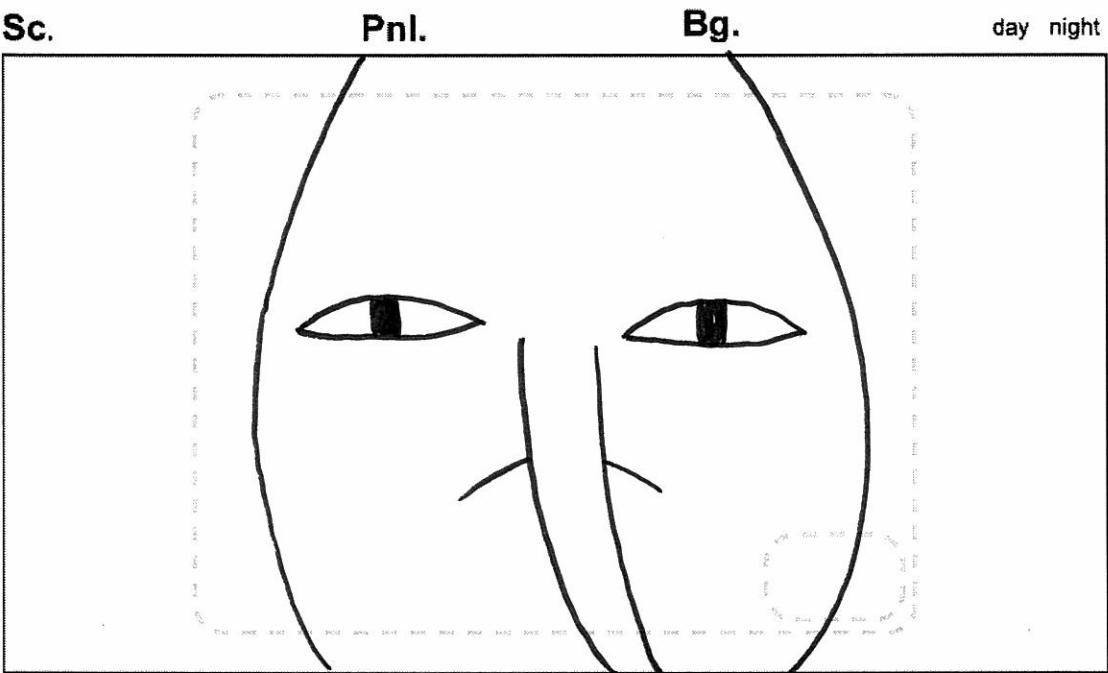
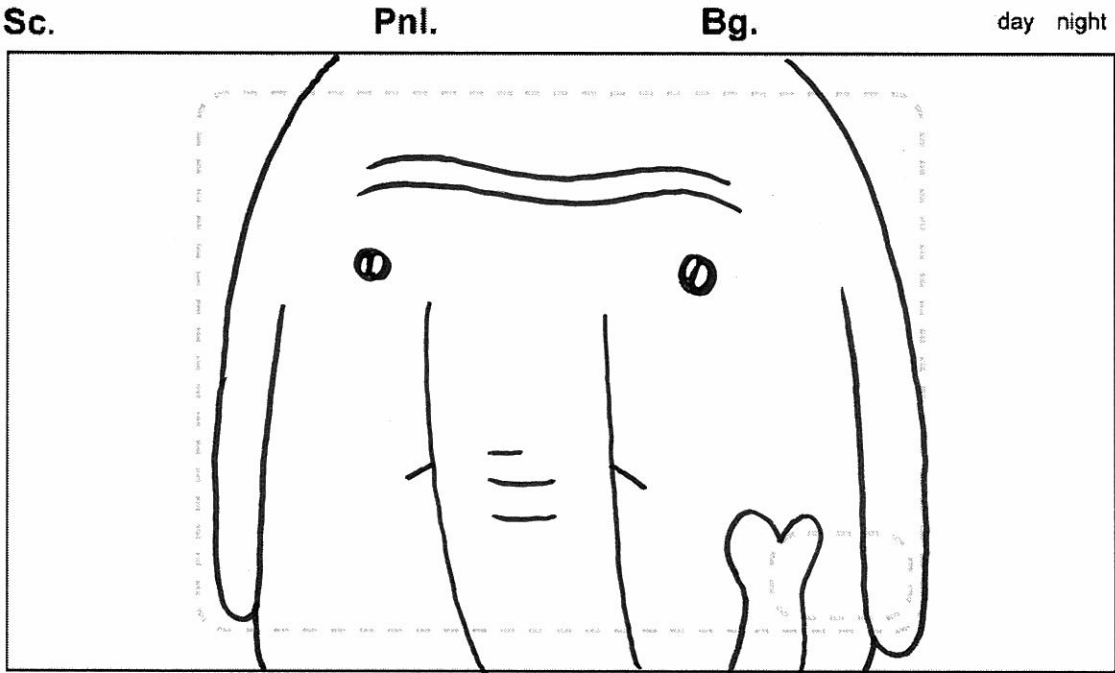


1014-113

EPISODE #

Production :

ADVENTURE TIME



| | | |
|---------|--|--|
| Dialog: | 1K (os) Tree Trunks with your baking skills... | 1K (os) / Lemongrab, with your lemon juice |
| Action: | | |
| Timing: | | |

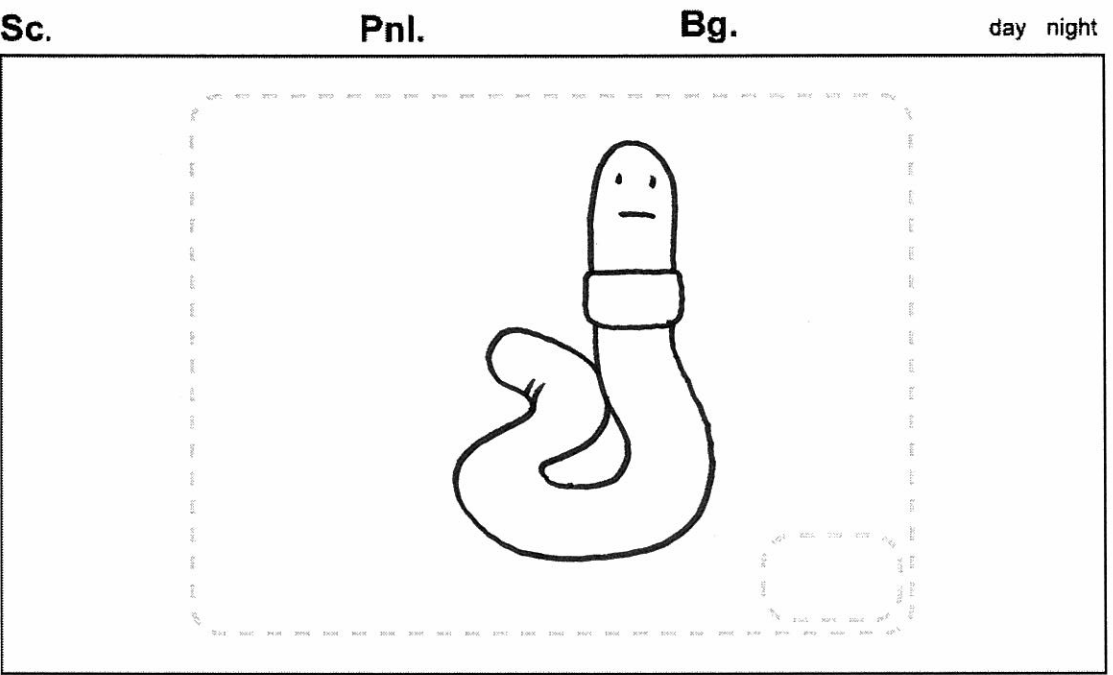
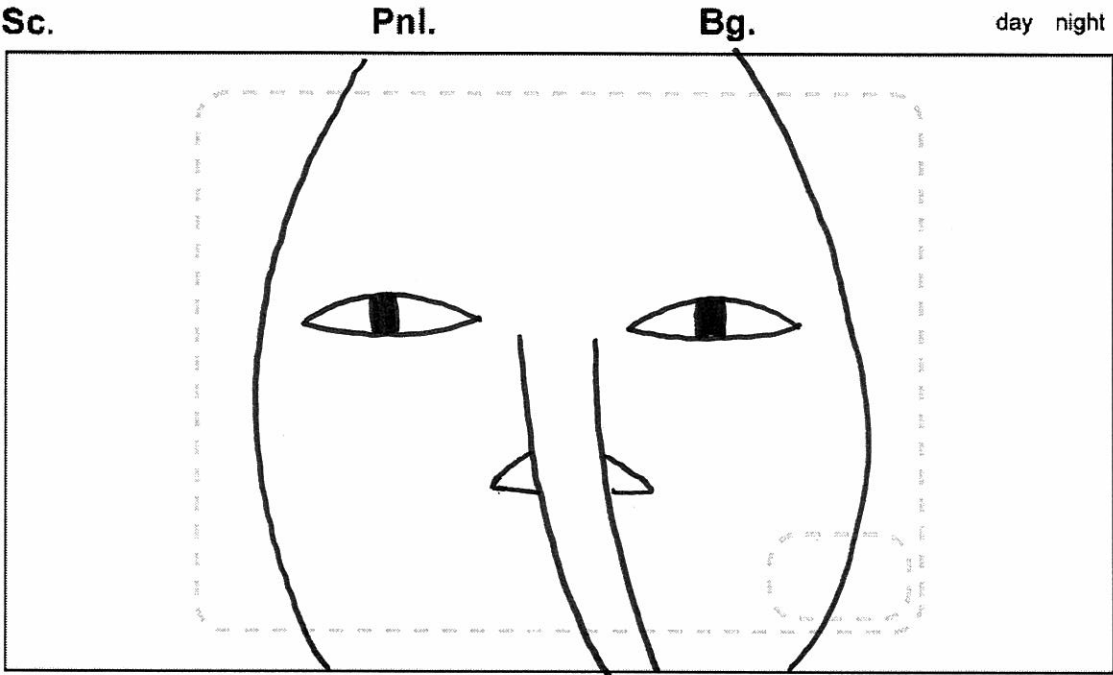
1014-113

EPISODE #

Production :

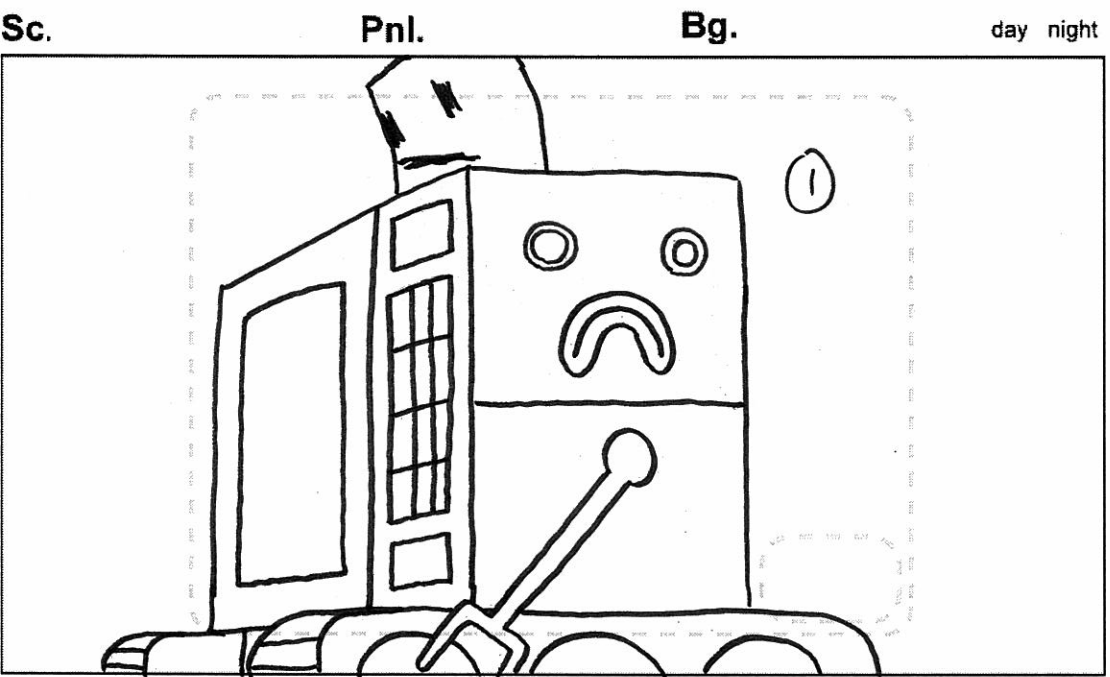
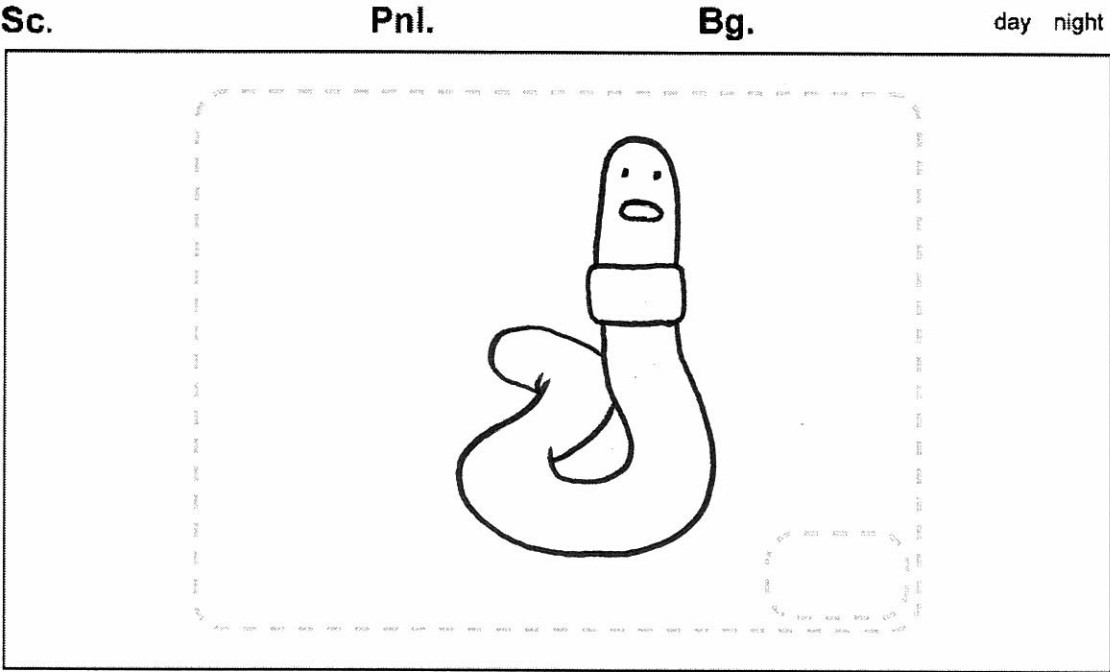
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| | | |
|---------|--------------|--|
| Dialog: | LG/ essence. | IK (os)/shelby, who should have been bait for the fish |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



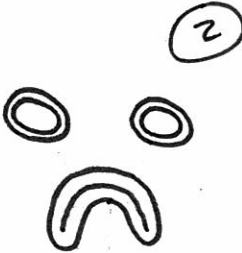
Dialog: Shelby / yeah but no thanks.

Ik (os) ① and BMO who should have been here instead of this ② weird piece of junk that I don't remember anything about.

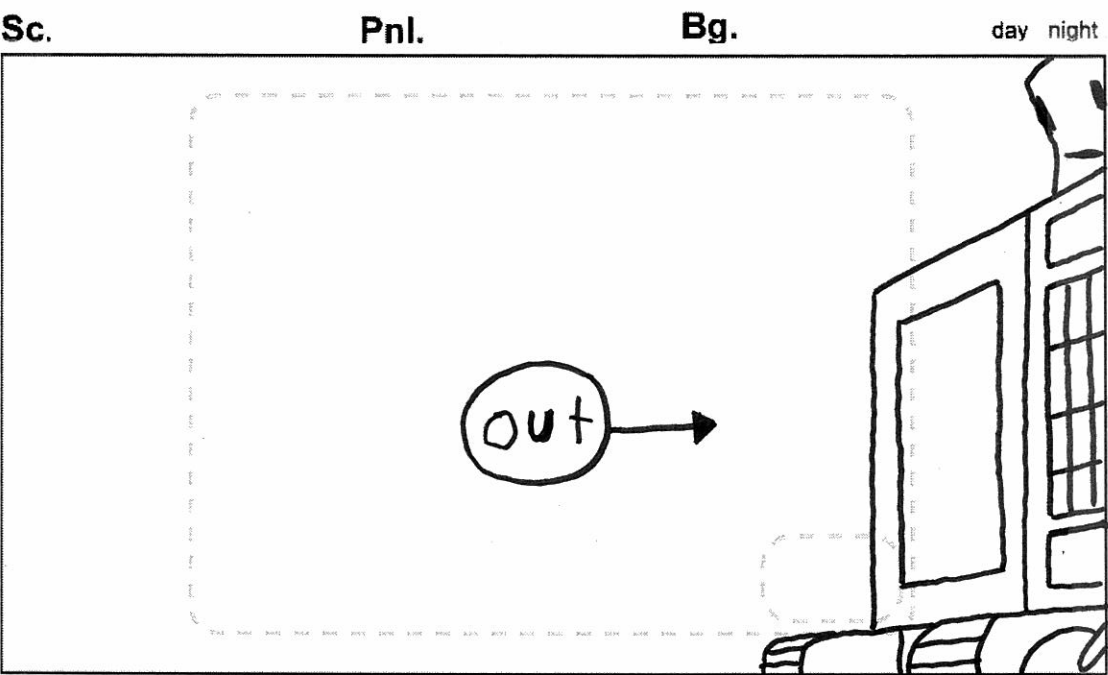
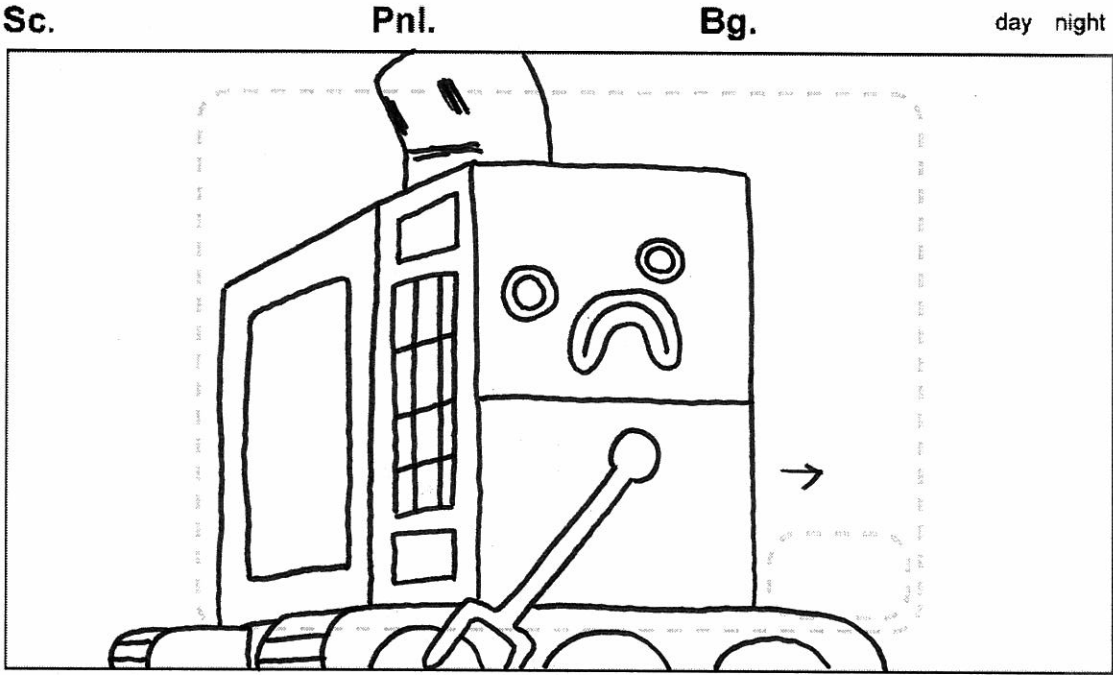
Action:

① → ② → ③

Timing:



ADVENTURE TIME



Dialog: 1K(05)/ BMO could have gotten past → the final door, but I screwed up!

Action: (Neptu wheels off screen)

Timing:

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

| | | |
|---------|--------------|----------------|
| Dialog: | IK/ ARGGG !! | IK/ I failed ! |
| Action: | | |
| Timing: | | |

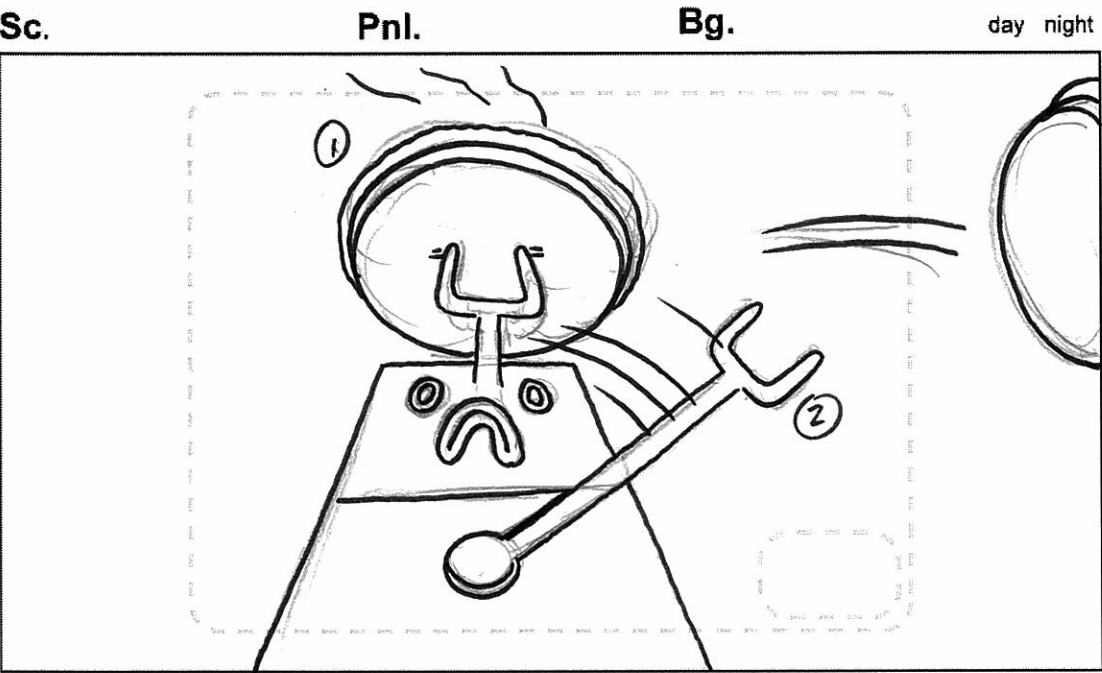
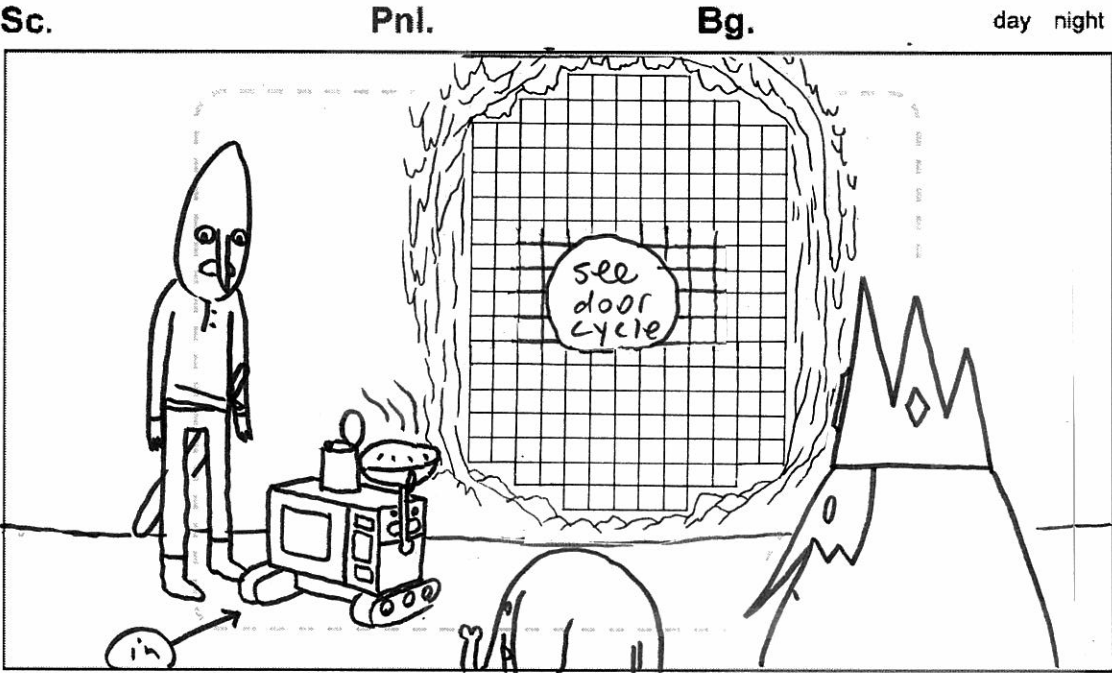
EPISODE #

Production :

1014-113

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

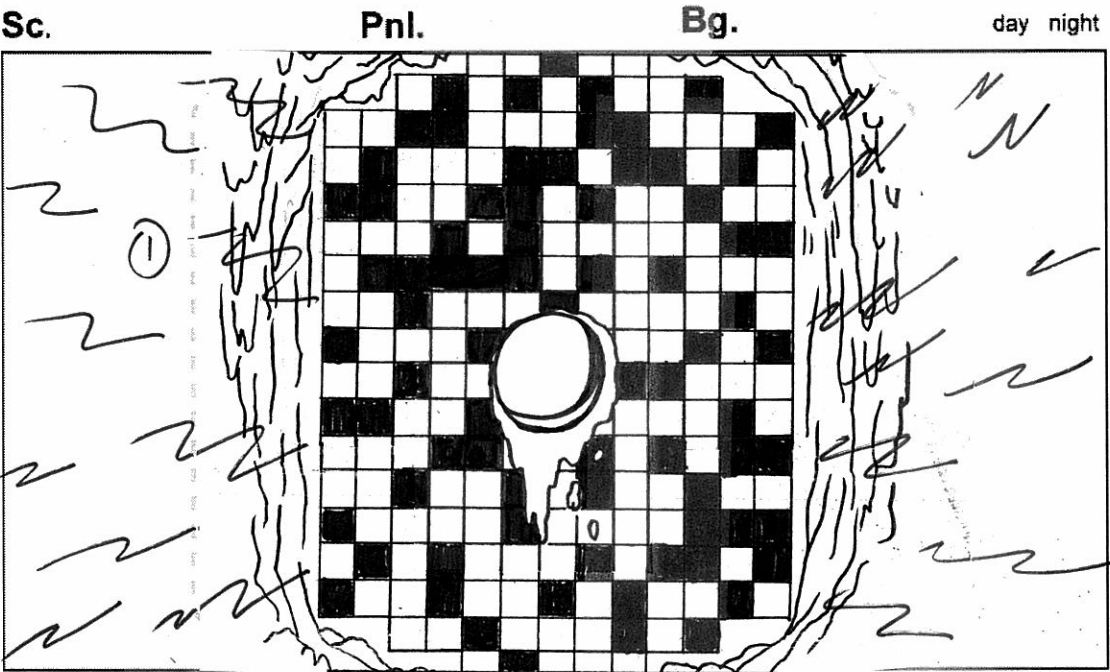
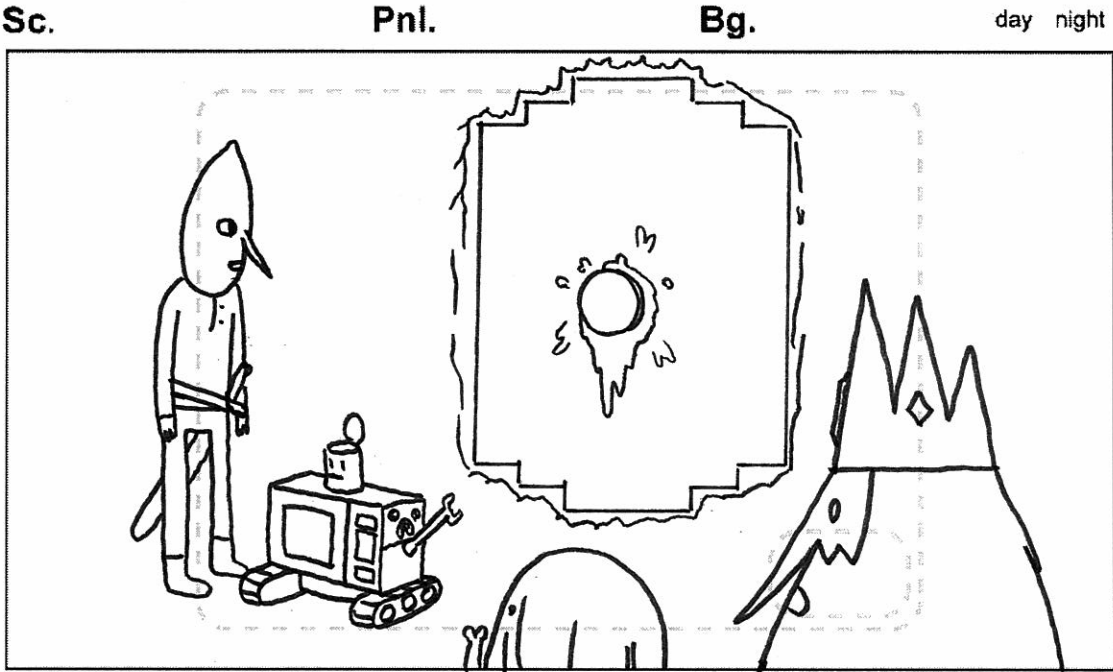


| | | |
|---------|----------------------------|------------------|
| Dialog: | Neptr / Father look at me! | |
| Action: | neptr wheels in | neptr throws pie |
| Timing: | | |

1014-113
EPISODE #
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

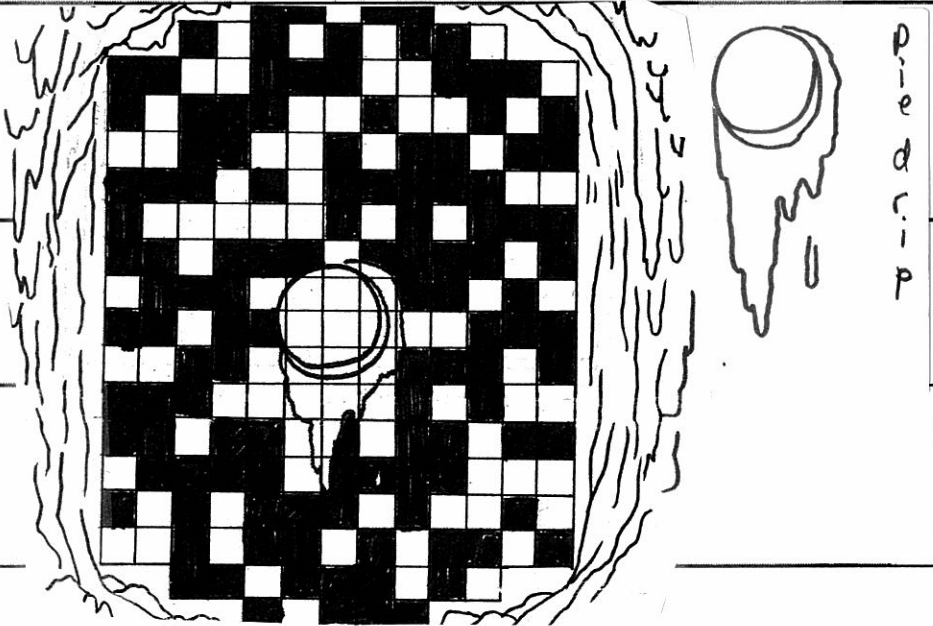
ADVENTURE TIME



Dialog:
= SPLAT =

Action:
cycle
①+②
rapid

Timing:



Production :

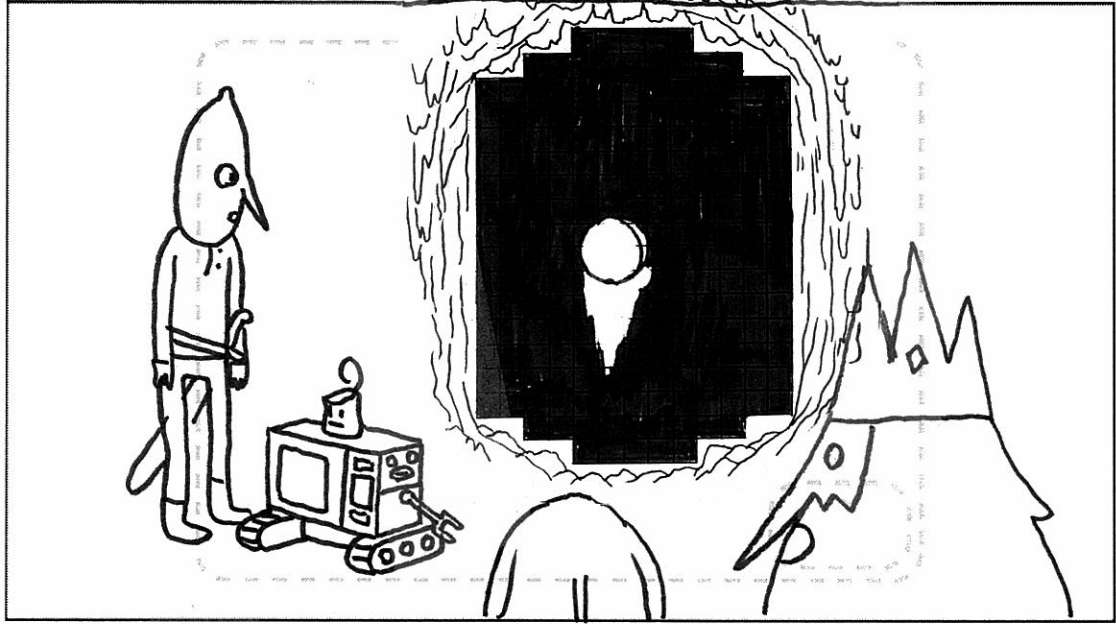
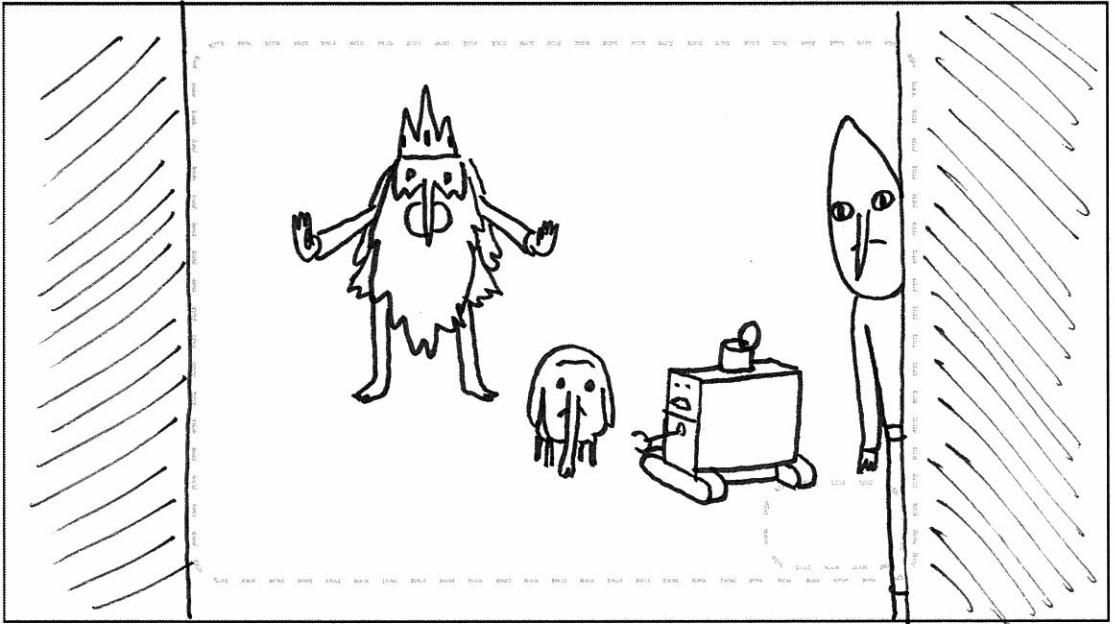
EPISODE #

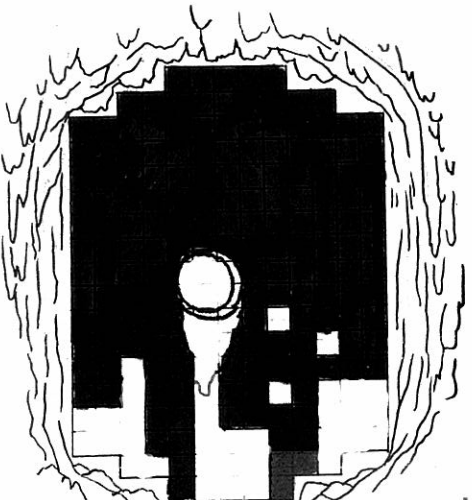
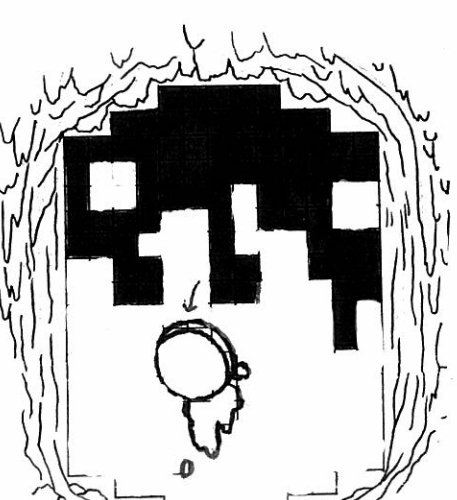
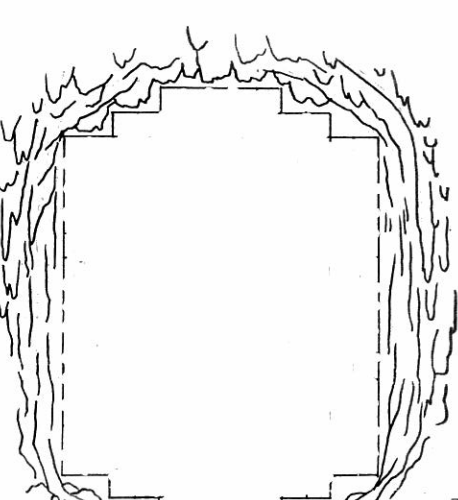
1014-113

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| Sc. | Pr | day night | Sc. | Pnl. | Bg. | day night |
|-----|--|-----------|-----|---|-----|-----------|
| |  | | |  | | |

| Dialog: | IK/GASP! | | |
|---------|---|--|---|
| Action: |  |  |  |
| Timing: | | | |

1014-113
EPISODE #
Production :

ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|--|------------|
| Dialog: | Neptc / Are you happy with me now papi ? | IK / Yes ! |
| Action: | | |
| Timing: | | |

1014-113

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: IK / Oh my son

Action:

Timing:

IK ① You're a chip off the old block you is! ② The grand prize of me loins!

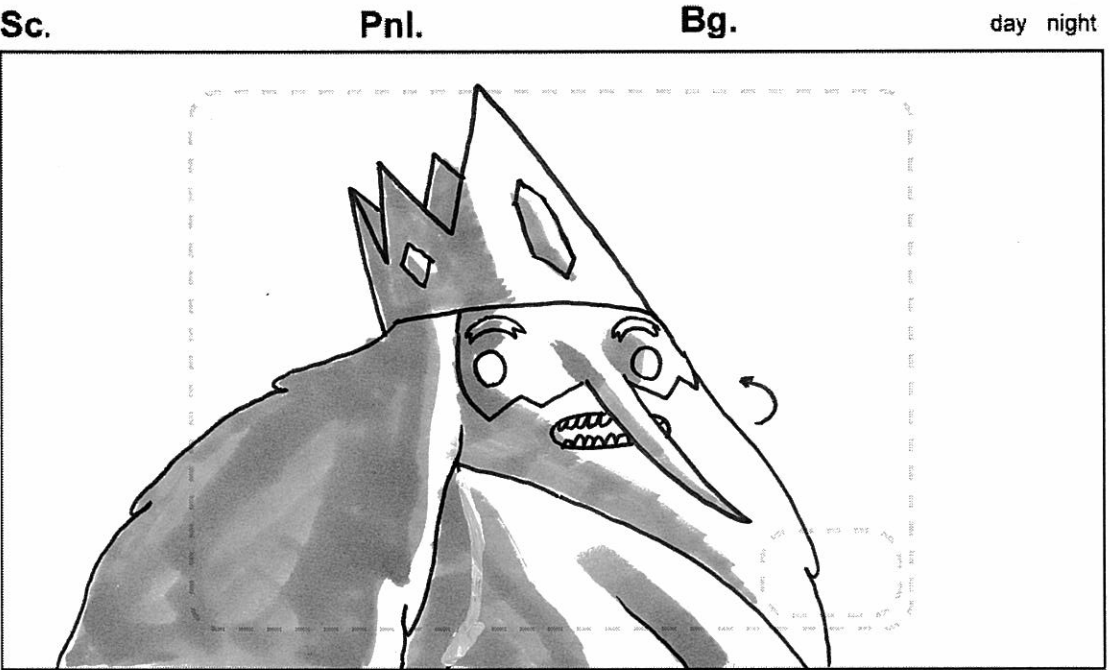
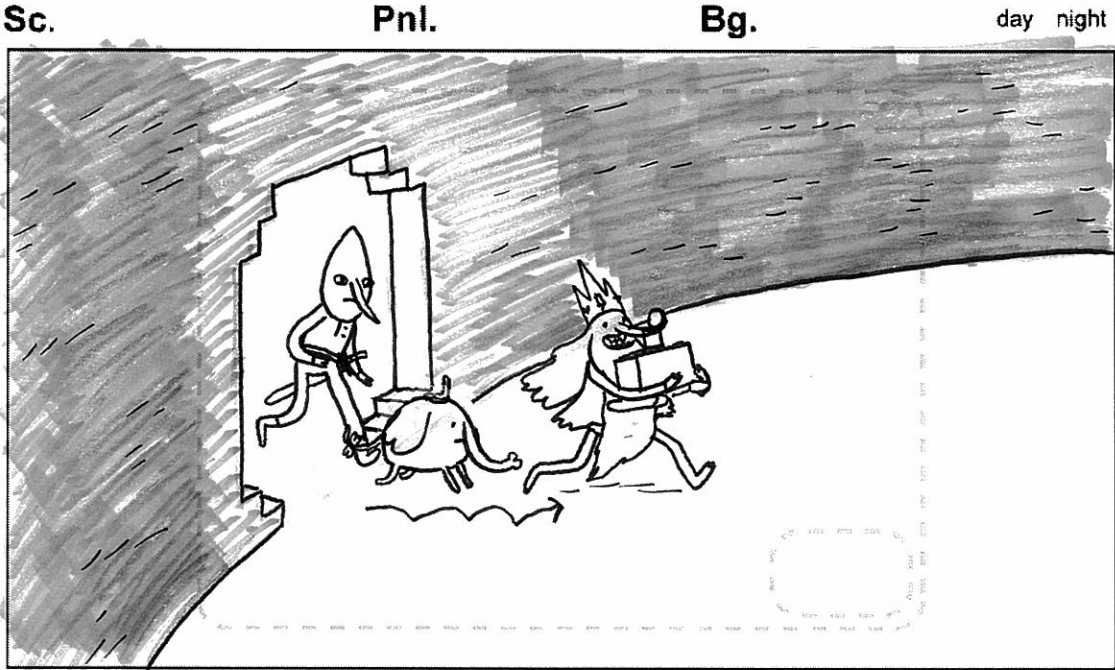
② ALT: The grand prize of me issue!

1014-113

EPISODE #

Production

ADVENTURE TIME



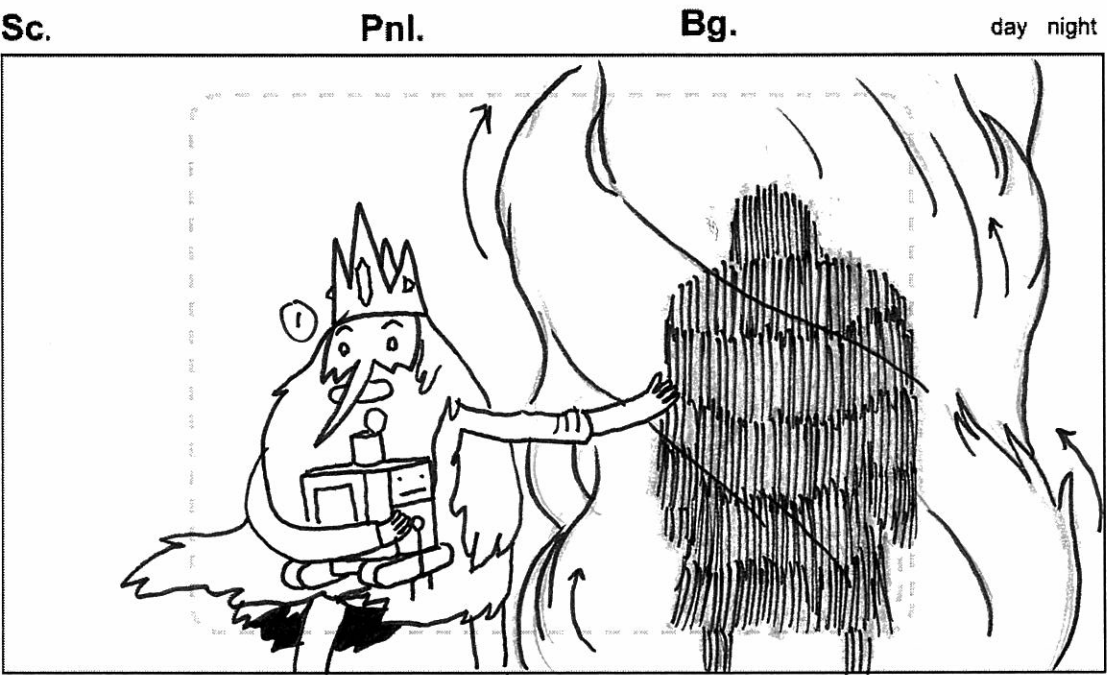
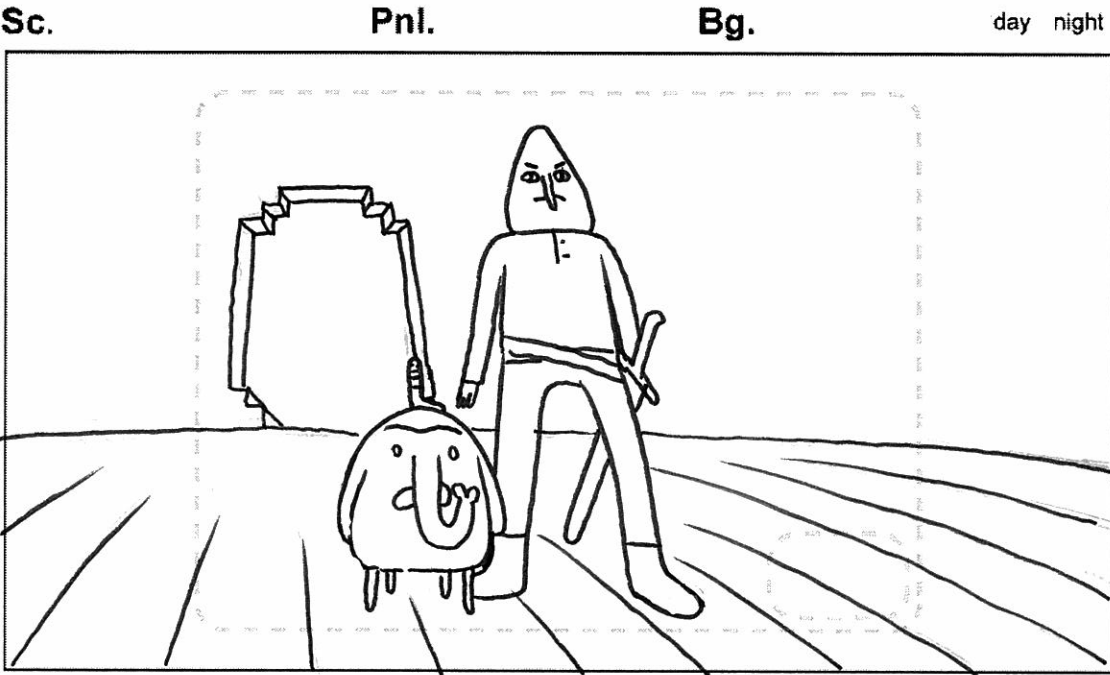
| | | |
|---------|----------------------|---|
| Dialog: | Ice king / hahahaha! | IK/ NOW you see why I need to bring bring you here! |
| Action: | | |
| Timing: | | |

1014-113

EPISODE #

Production :

ADVENTURE TIME



Dialog: TT/ What's it do?

IK/ ① whatever goes in the magi's flames, comes to life! ② Anything at all!

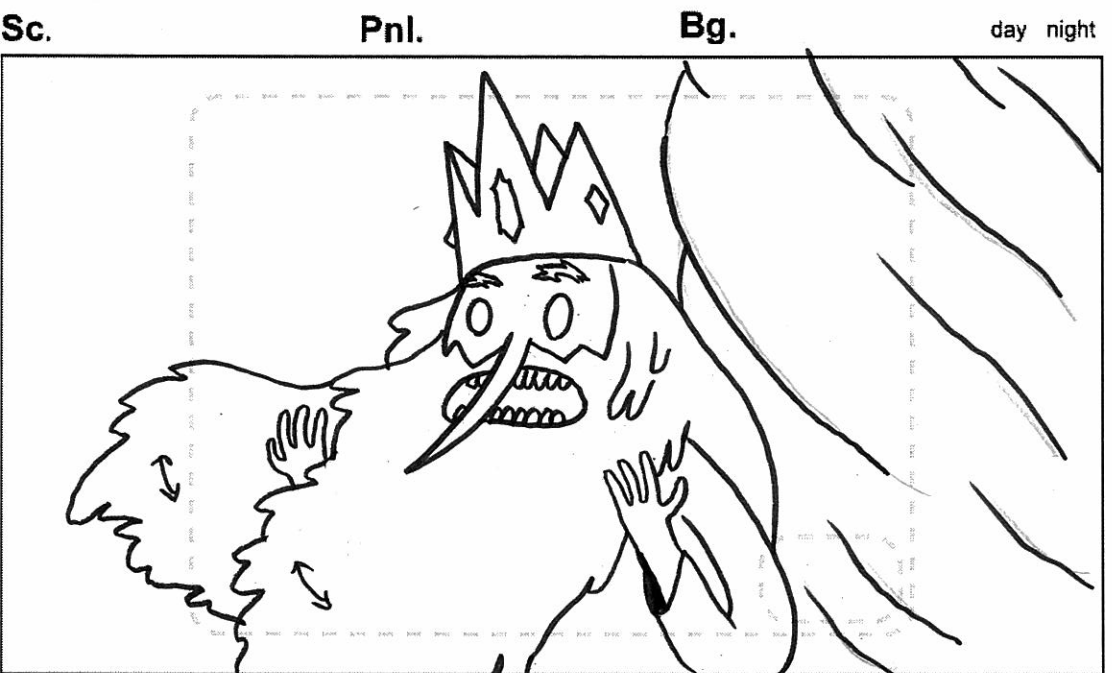
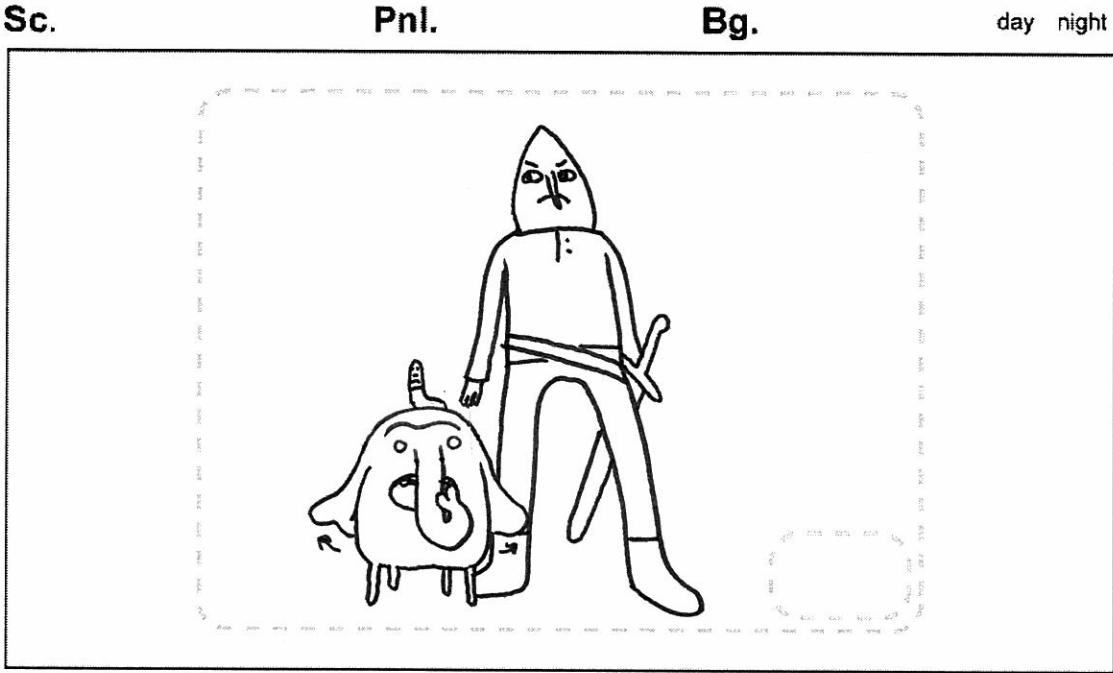
Action:

Timing:



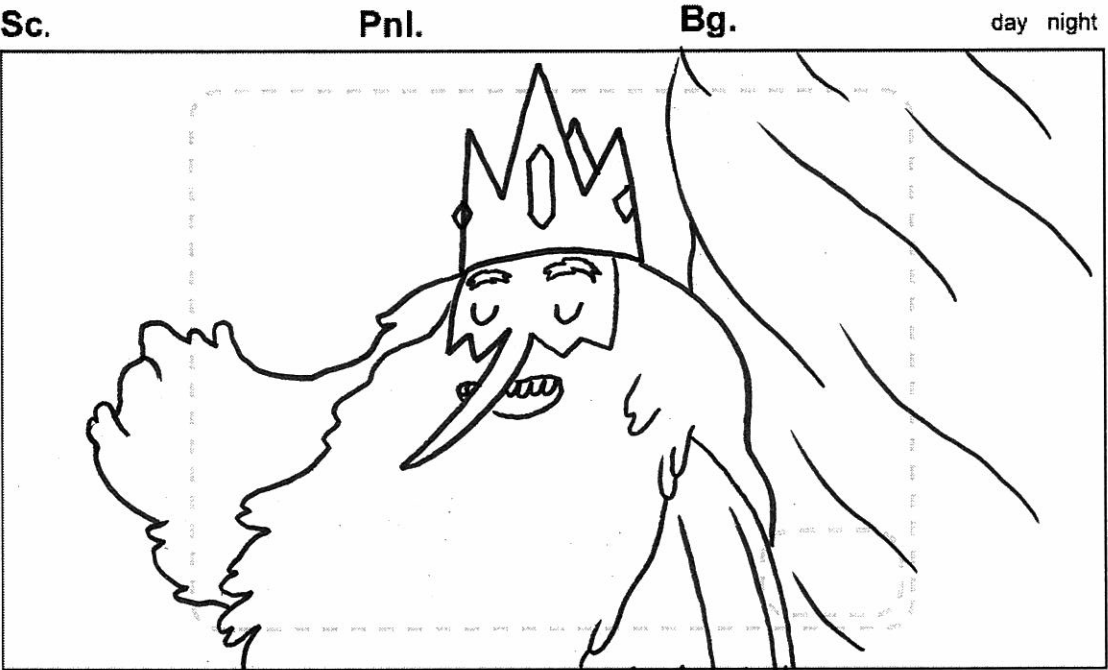
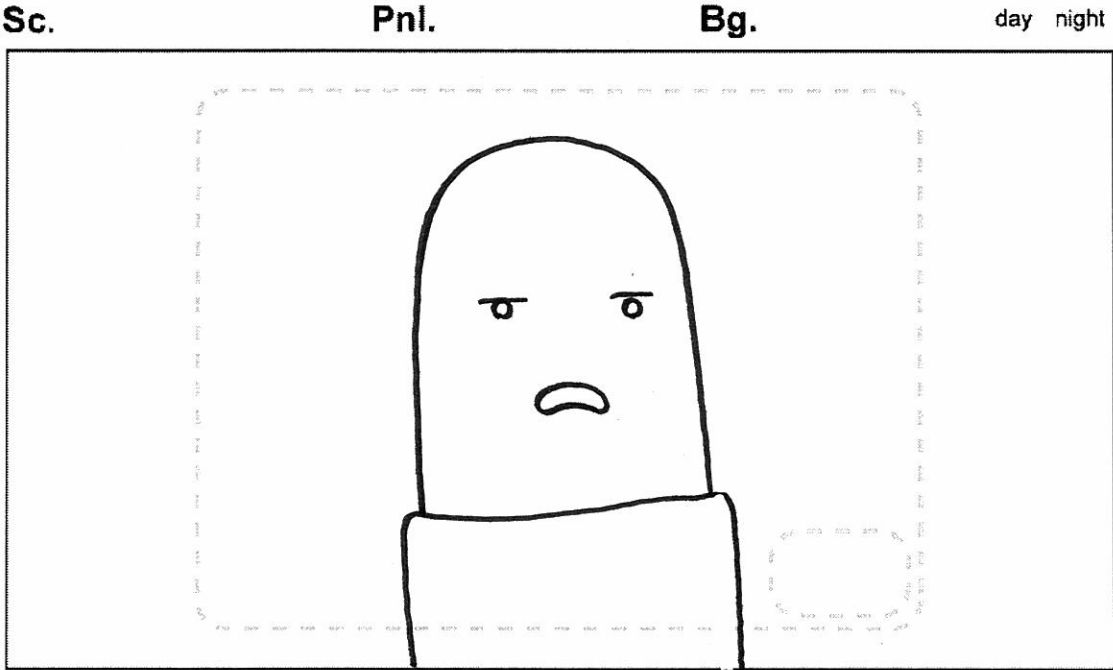
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| | | |
|---------|--------------------------------|-----------------------------|
| Dialog: | TT/ Like an ash tray? | IK/ Yes! Isn't it AMAZING!? |
| Action: | beard waving from gusting fire | |
| Timing: | | |

ADVENTURE TIME



Dialog: shelby / uh you should have told us.
I would have freaking brought something.

Action:

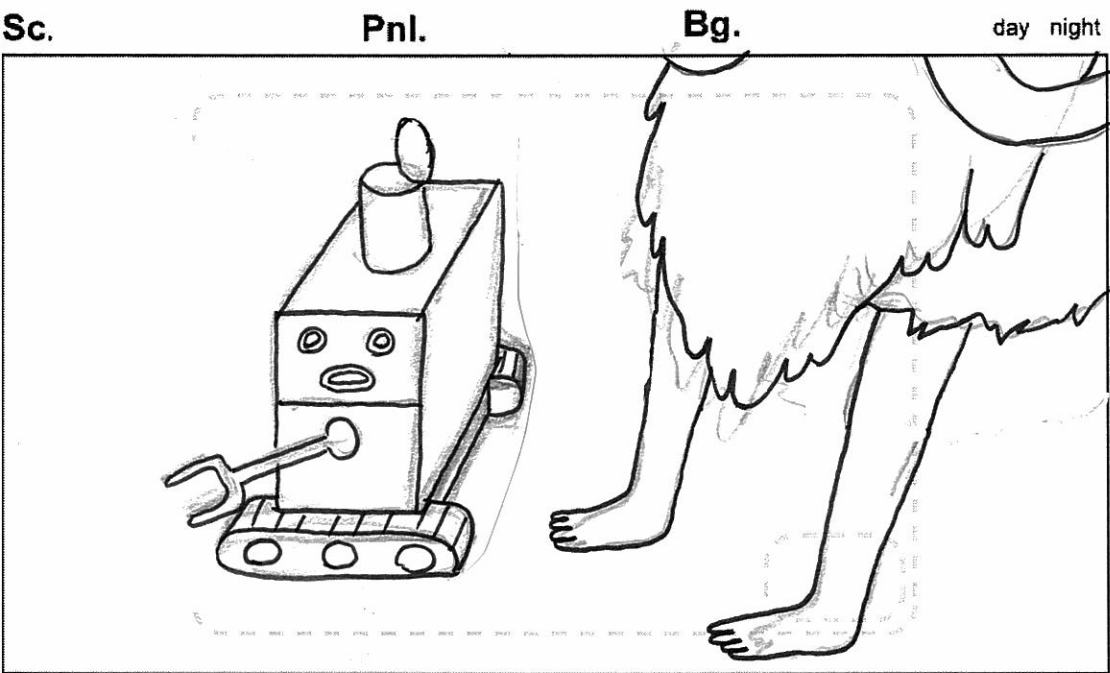
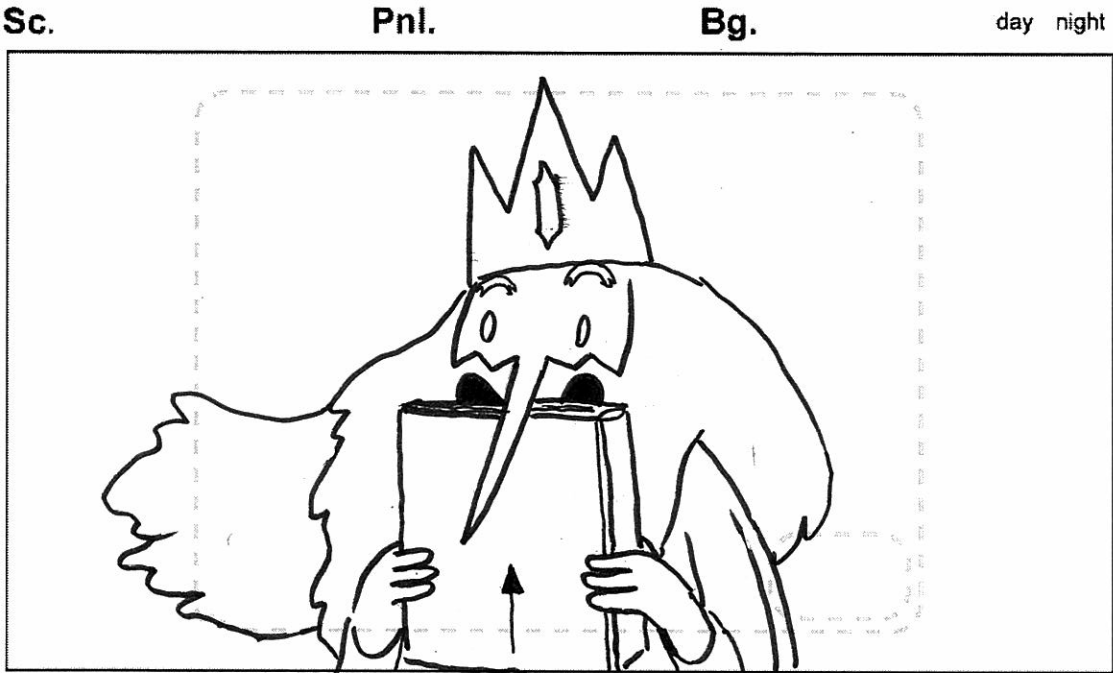
Timing:

IK / ① well don't be sad cause ② I brought the ultimate thing!



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

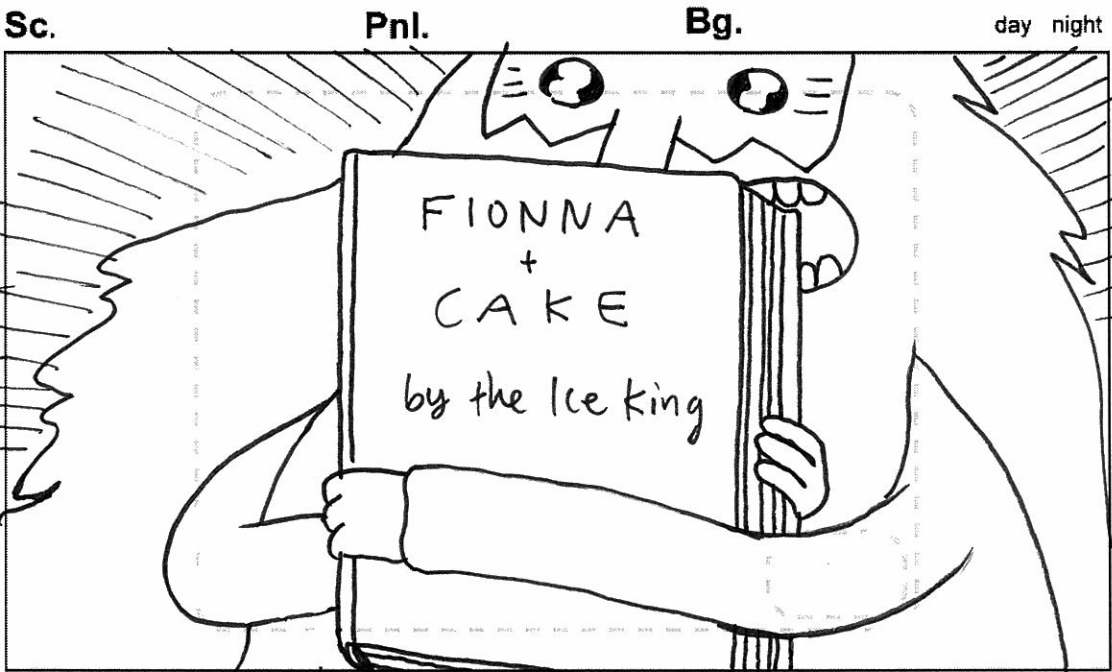
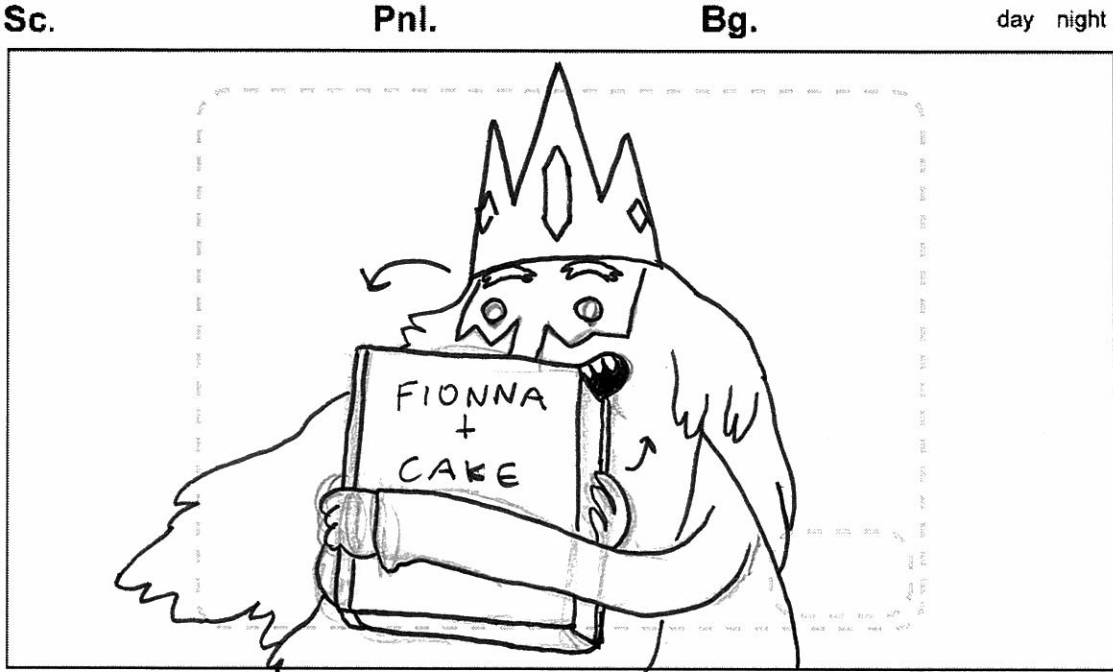
ADVENTURE TIME



| | | |
|---------|-----------|----------------------|
| Dialog: | ik! THIS! | Nept / Your journal? |
| Action: | | |
| Timing: | | |

EPISODE # 1014-113
Production :

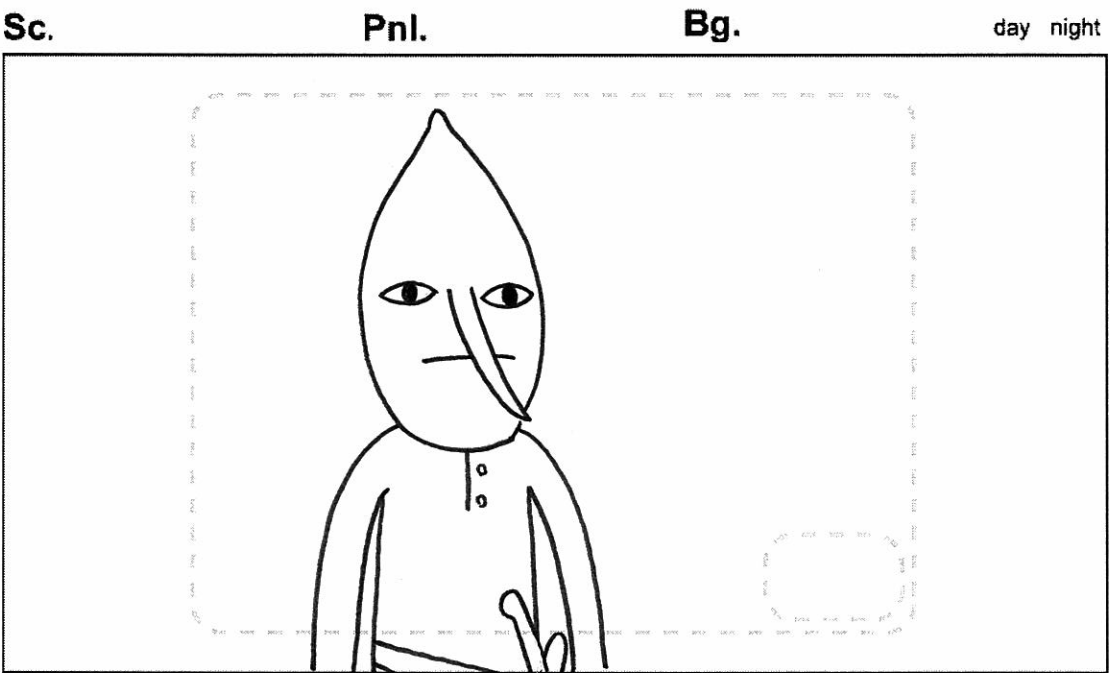
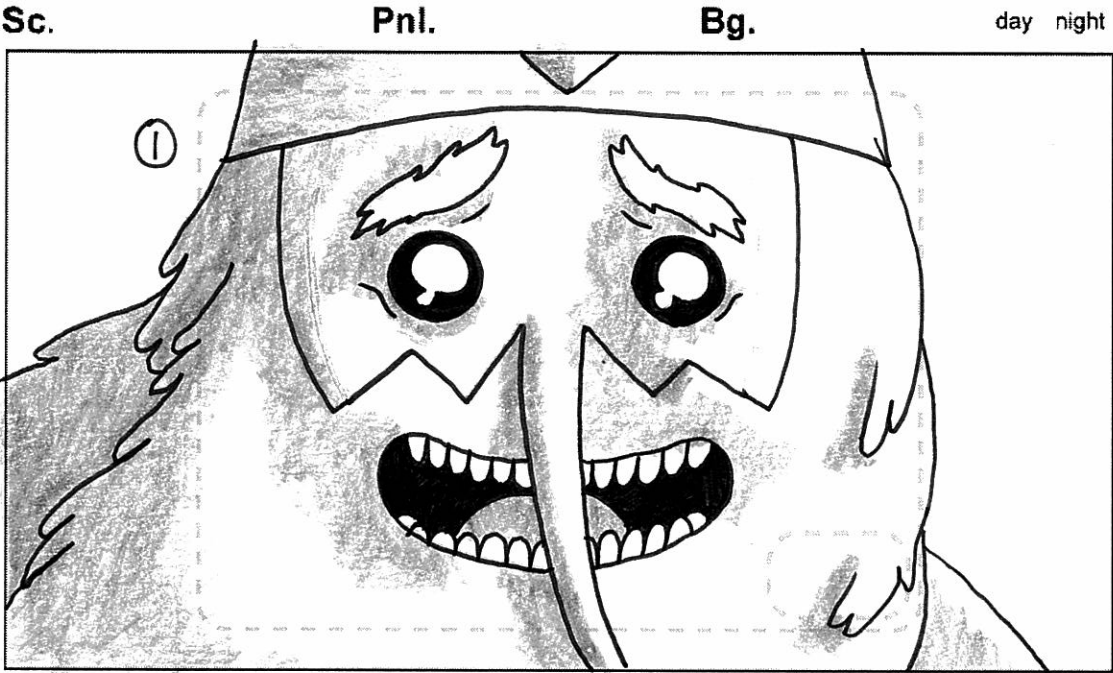
ADVENTURE TIME



| | | |
|---------|--------------------------------|---------------------------------------|
| Dialog: | IK/ Except it's not my journal | IK/ It's my Fionna + Cake fanfiction! |
| Action: | flip book around | |
| Timing: | | |

EPISODE # 1014-113
Production :

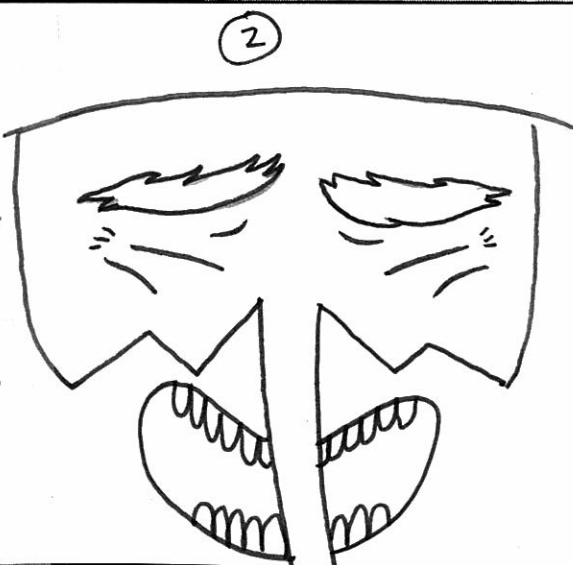
ADVENTURE TIME



Dialog: I K / ① Fionna, cake, Marshall Lee
will all be living, breathing
② beings just like me!

Action:

Timing:



(beat)

1014-113

EPISODE #

Production :

ADVENTURE TIME



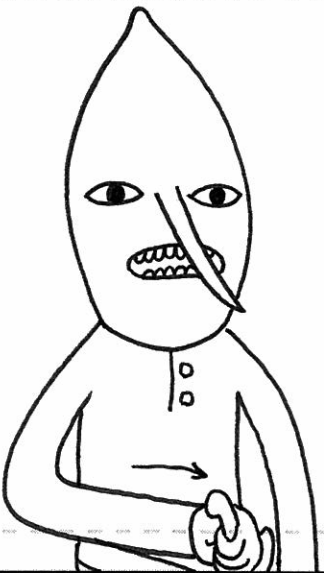
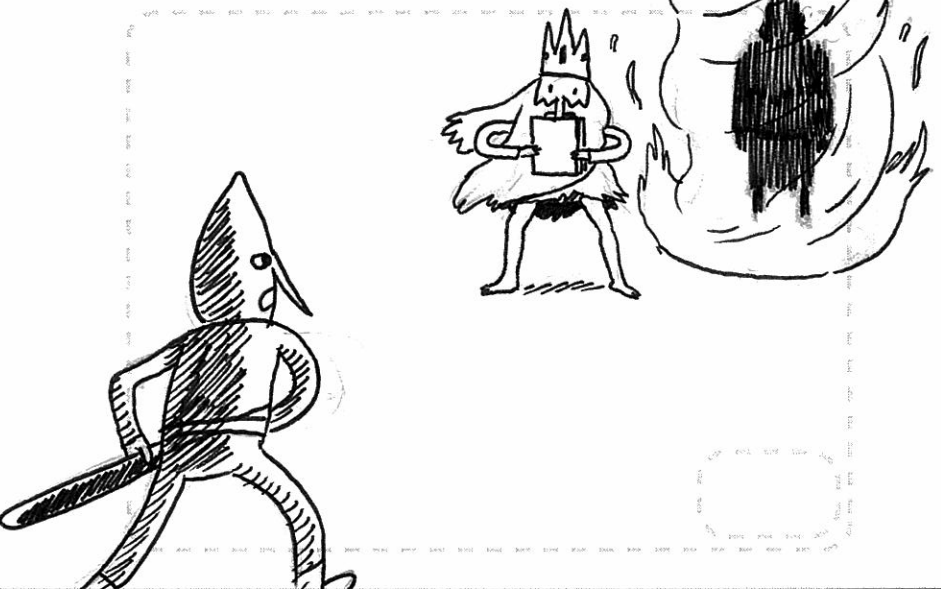
| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | |
|---------|--|
| Dialog: | IK/ Behold! The Ancient sleeping Magi of Lifegiving! |
| Action: | (raging pillar of blue flame spiralling up from a pit) |
| Timing: | |

1014-113
EPISODE #
Production :

ADVENTURE TIME

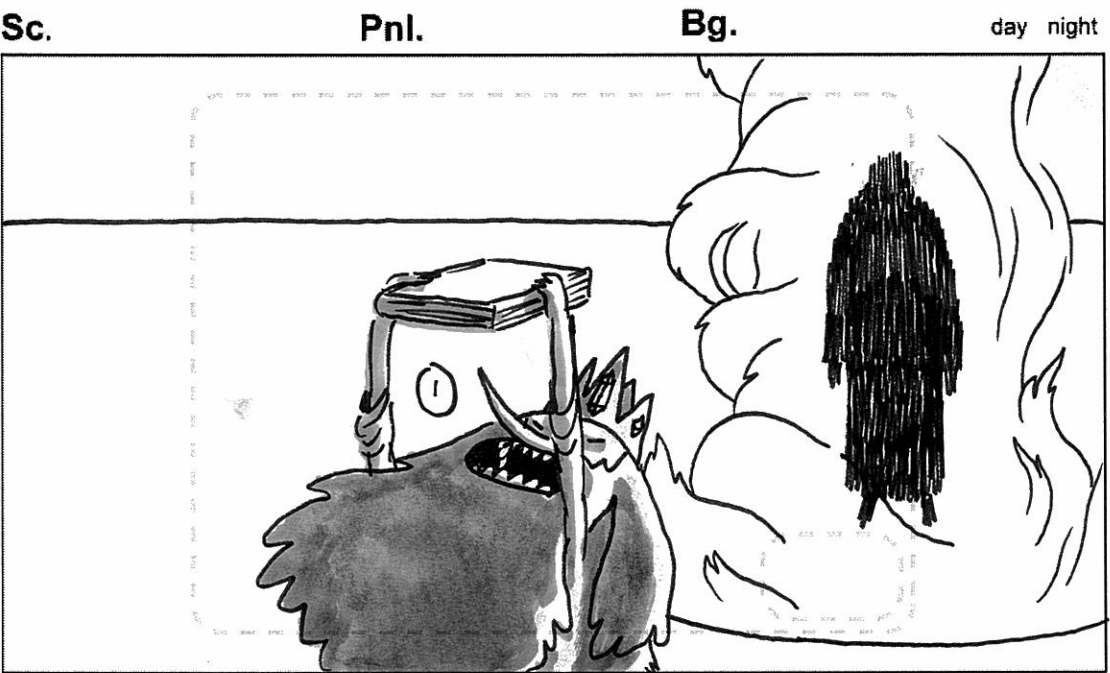
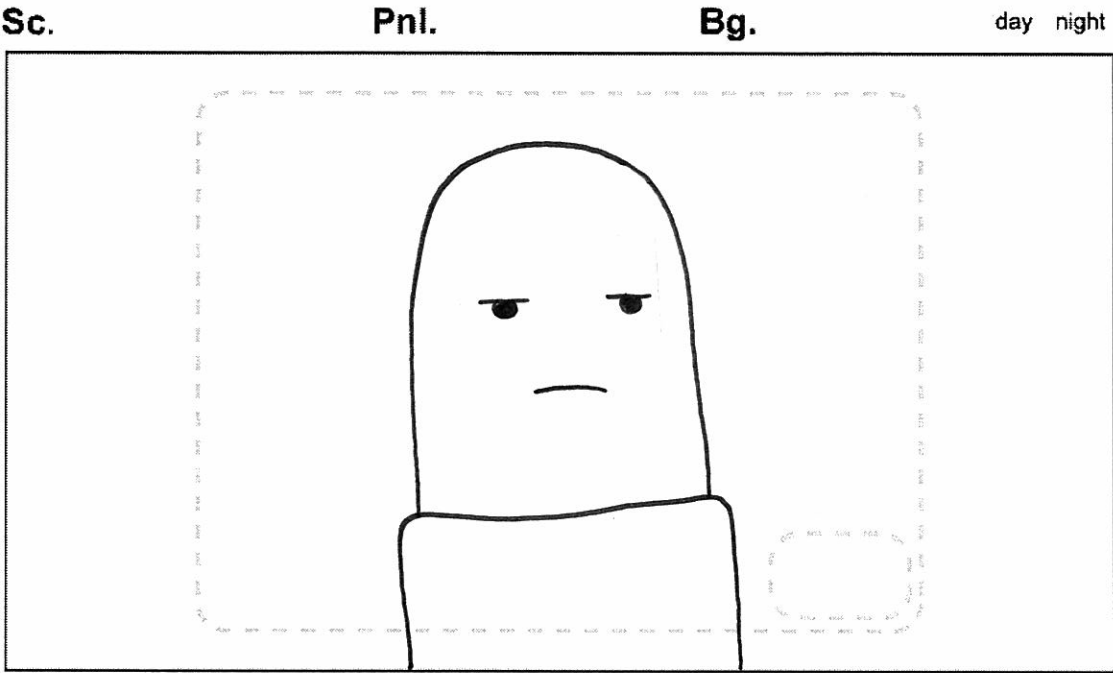


| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|---|-----|-----|-------|-----|---|-----|-----|-------|
| |  | | | | |  | | | |


| | | |
|---------|---------------------------|---------------------------|
| Dialog: | LG/ You serve no function | LG/ You must be destroyed |
| Action: | | |
| Timing: | | |

1014-113
EPISODE #
Production :

ADVENTURE TIME



| | | |
|---------|--------|---|
| Dialog: | (beat) | 1K/① All my brilliant fantasies ② will now be REAL! |
| Action: | | |
| Timing: | | |




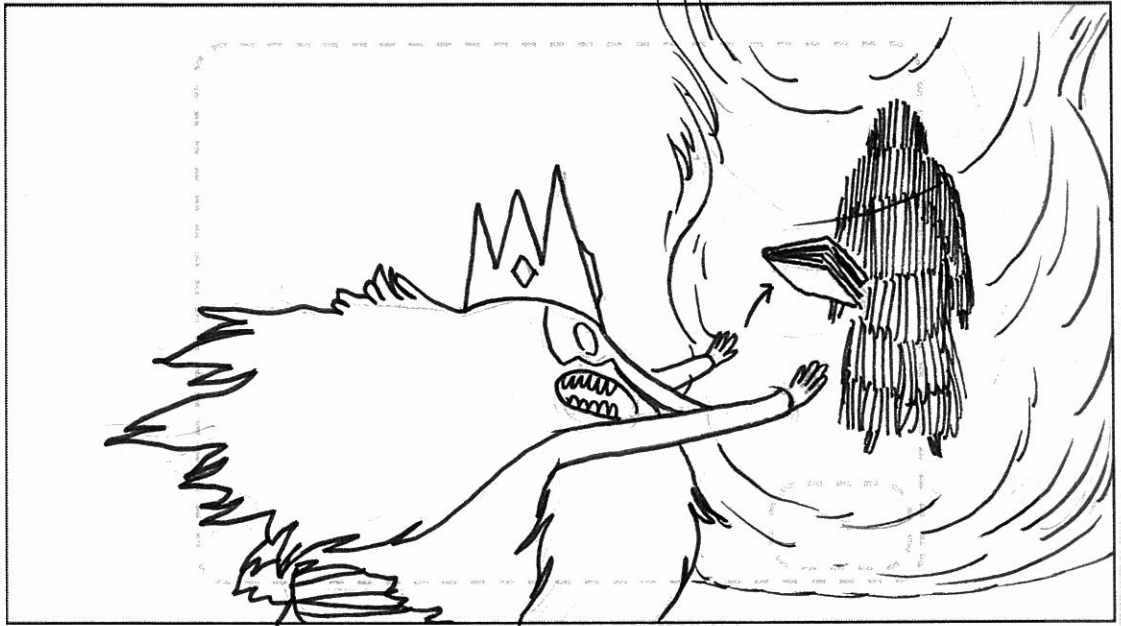
1014-113

EPISODE #

Production :

ADVENTURE TIME

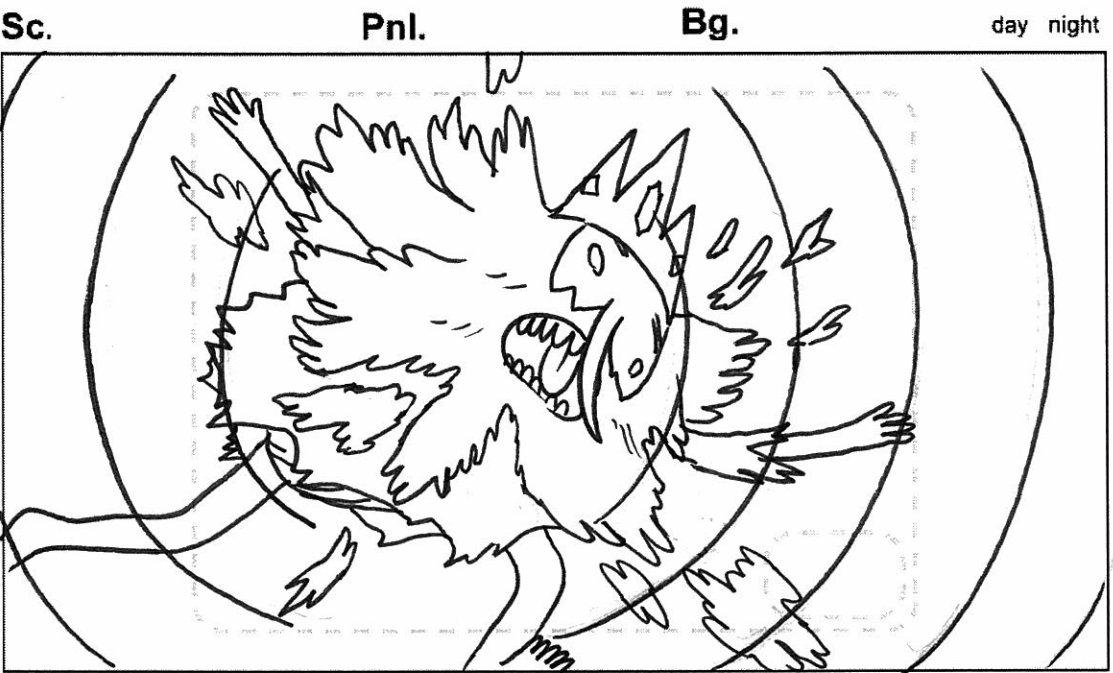
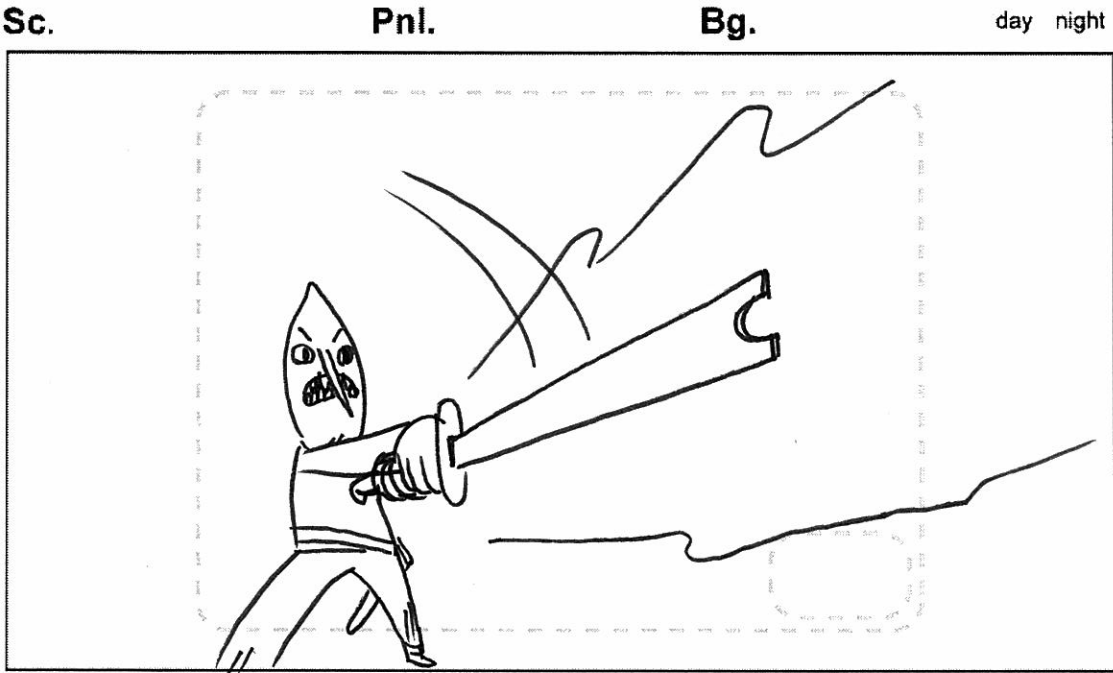


| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|--|-----|-------|-----|------|---|-----|-------|
| | |  | | | | |  | | |

| |
|---------|
| Dialog: |
| Action: |
| Timing: |

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| | | |
|---------|-----|------------|
| Dialog: | 20M | IKI OOFF!! |
| Action: | | |
| Timing: | | |

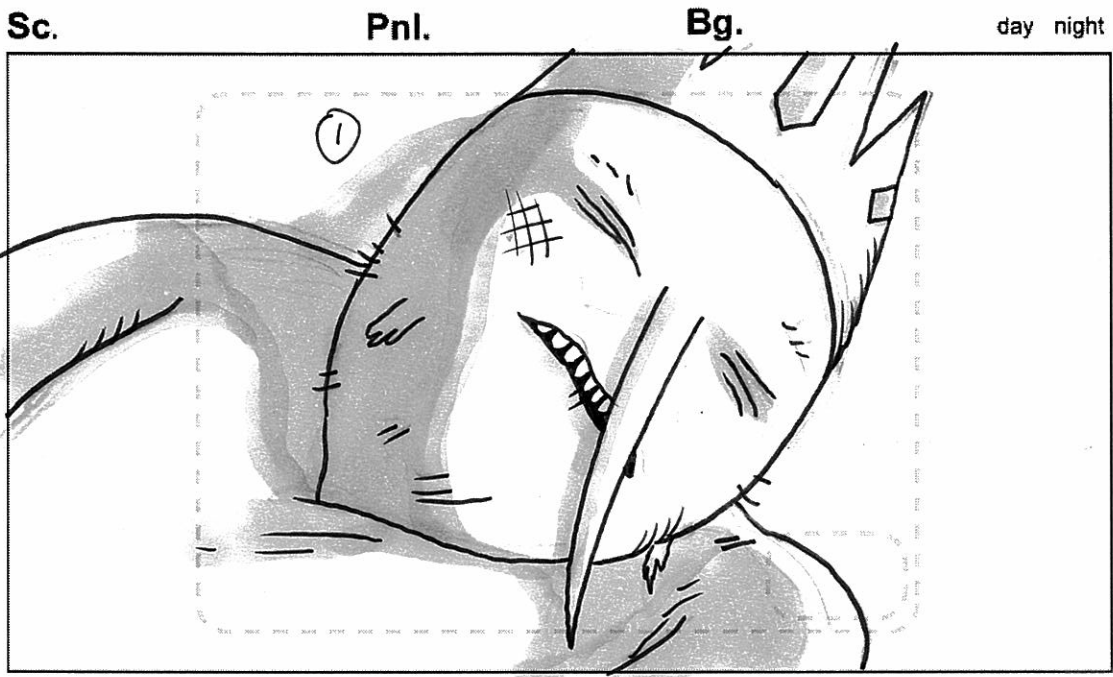
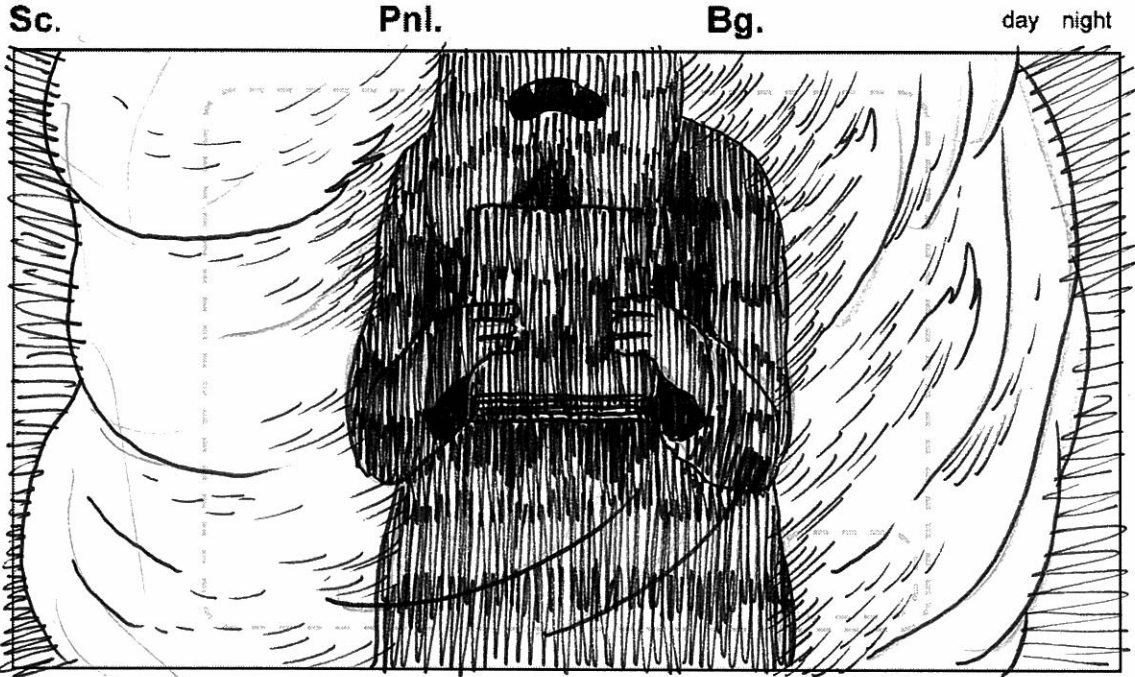
EPISODE # 1014-113
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



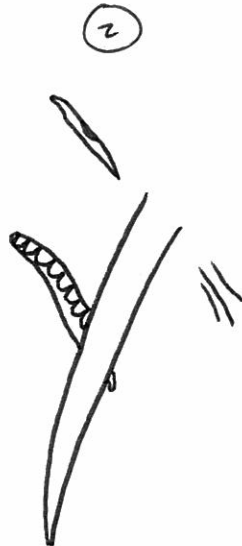
Page 194



Dialog:

Action:

Timing:

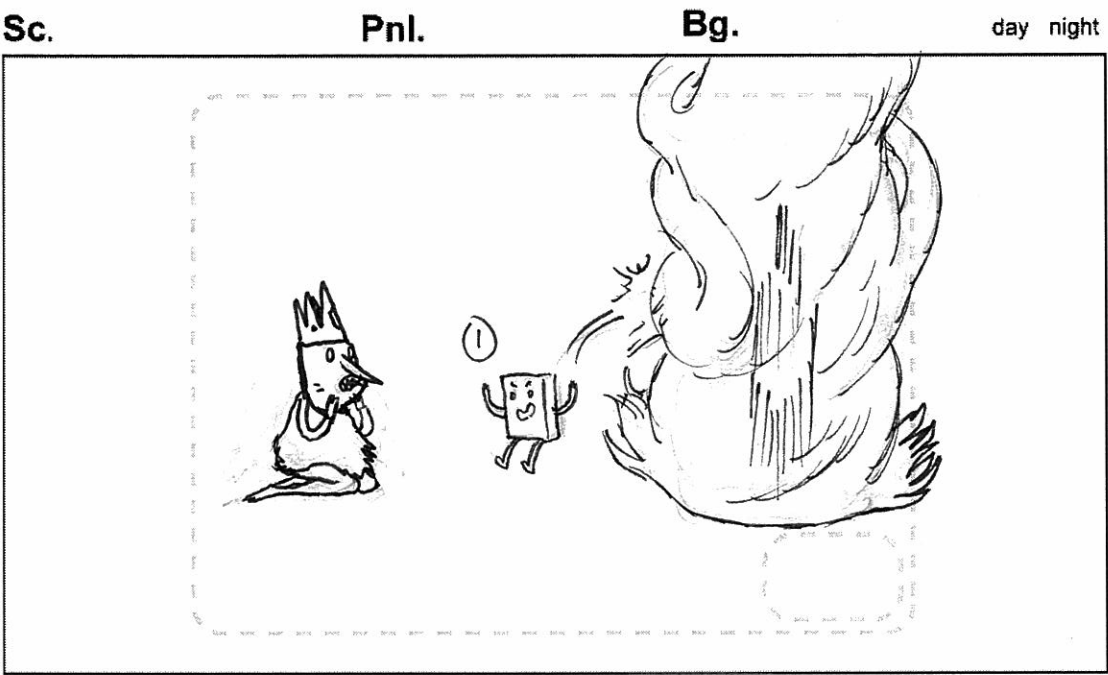
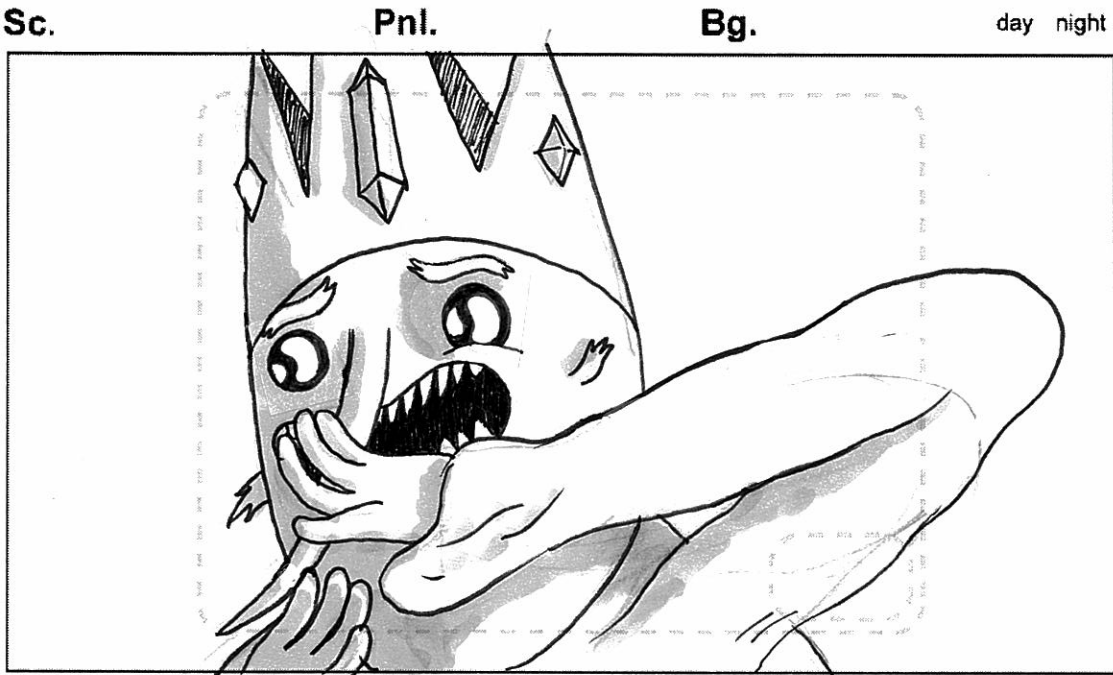


EPISODE #

Production :

1014-113

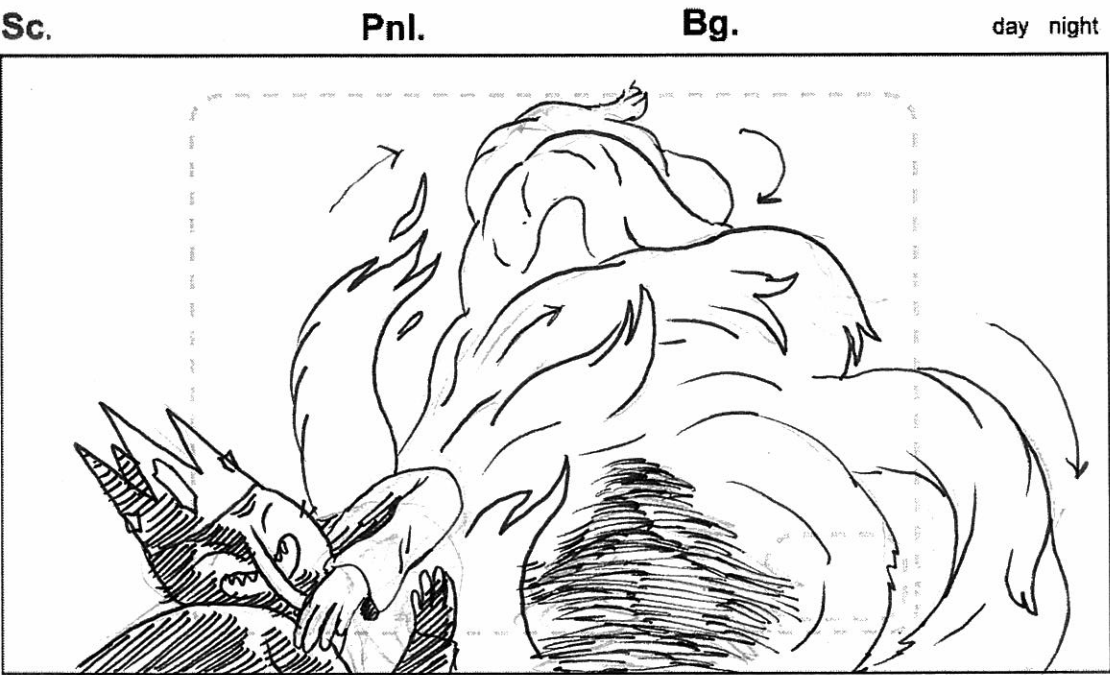
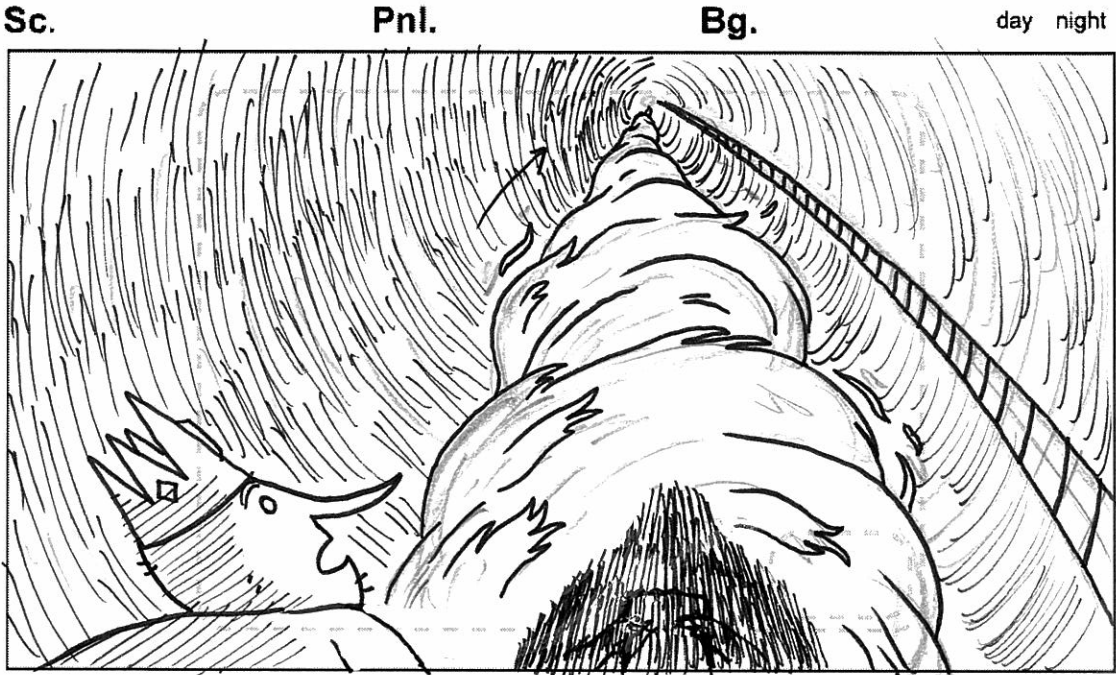
ADVENTURE TIME



| | | | |
|---------|----------------------------|-------------|---|
| Dialog: | IK/ YES !! | Book/ WOOO! | ② |
| Action: | notebook jumps out of fire | | |
| Timing: | | | |

EPISODE # 1014-113
Production :

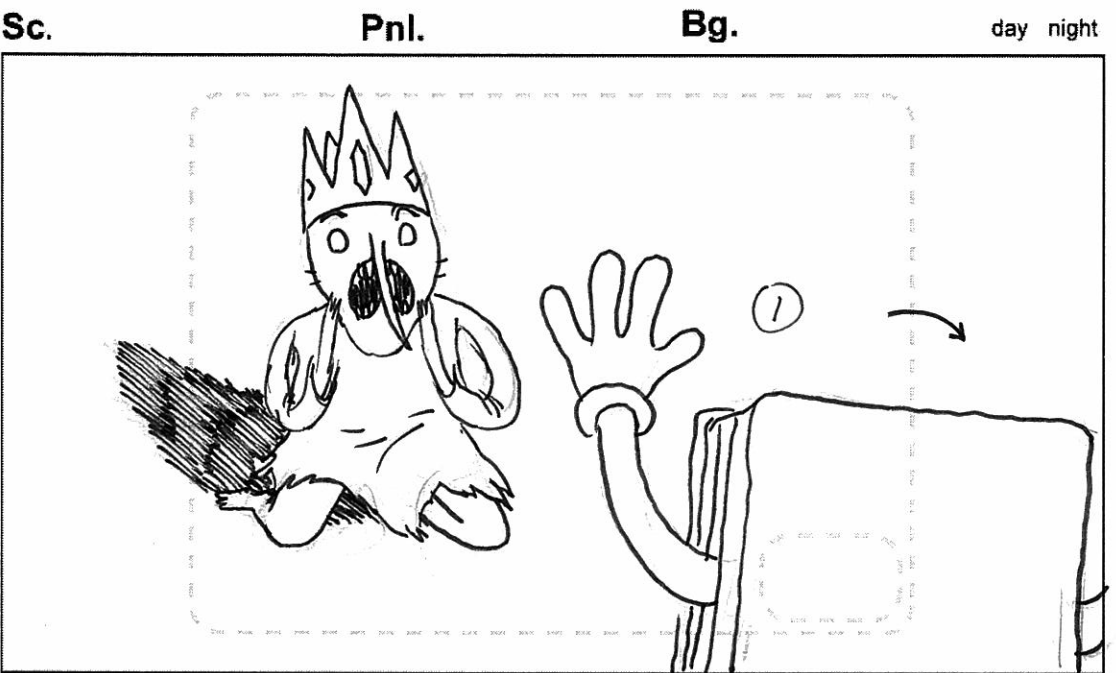
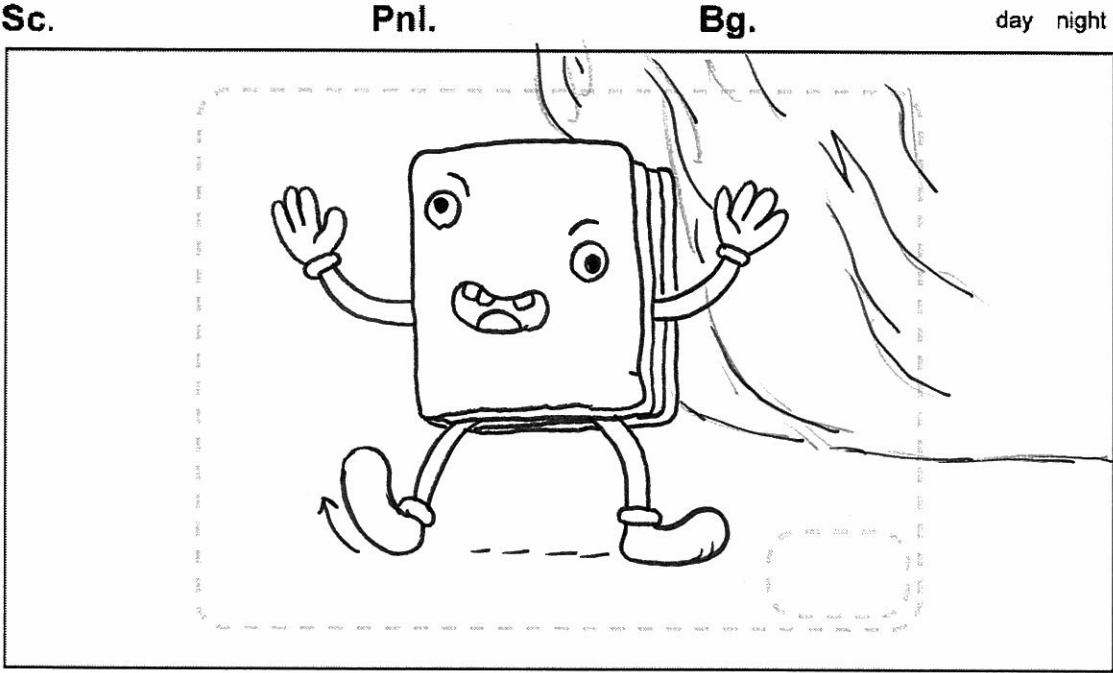
ADVENTURE TIME



| | | |
|---------|----------------------------|-------------------------|
| Dialog: | IK! Yes...! | |
| Action: | fire spirals up in the air | spiralling flames erupt |
| Timing: | | |

EPISODE # 1014-113
Production :

ADVENTURE TIME



Dialog: Book / ①hey hey ! ②Yeah!

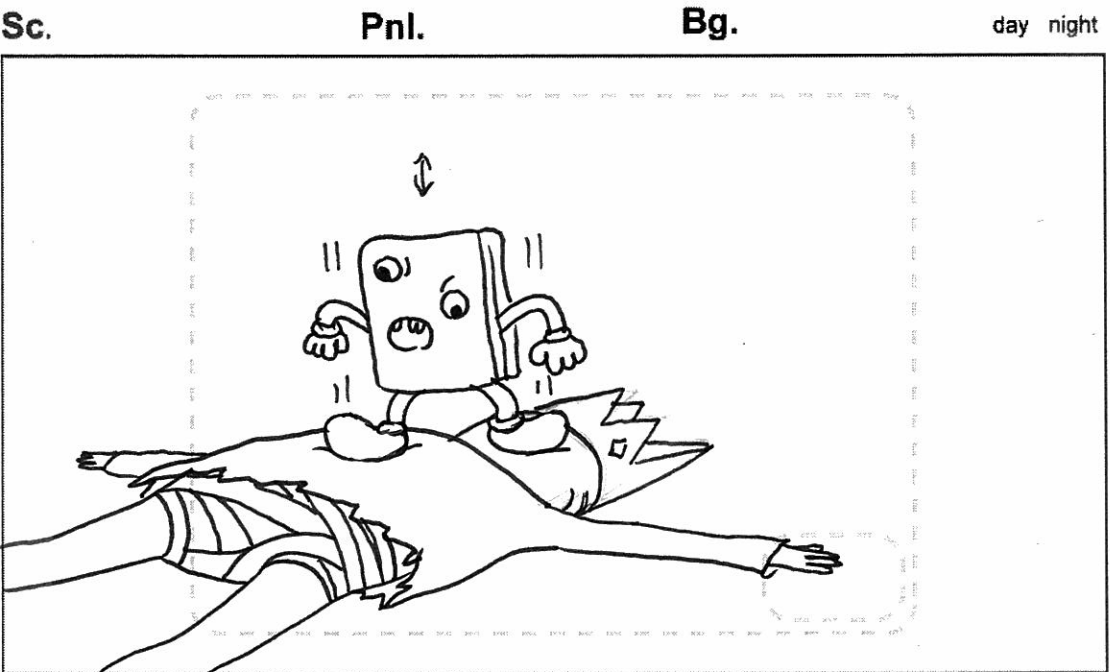
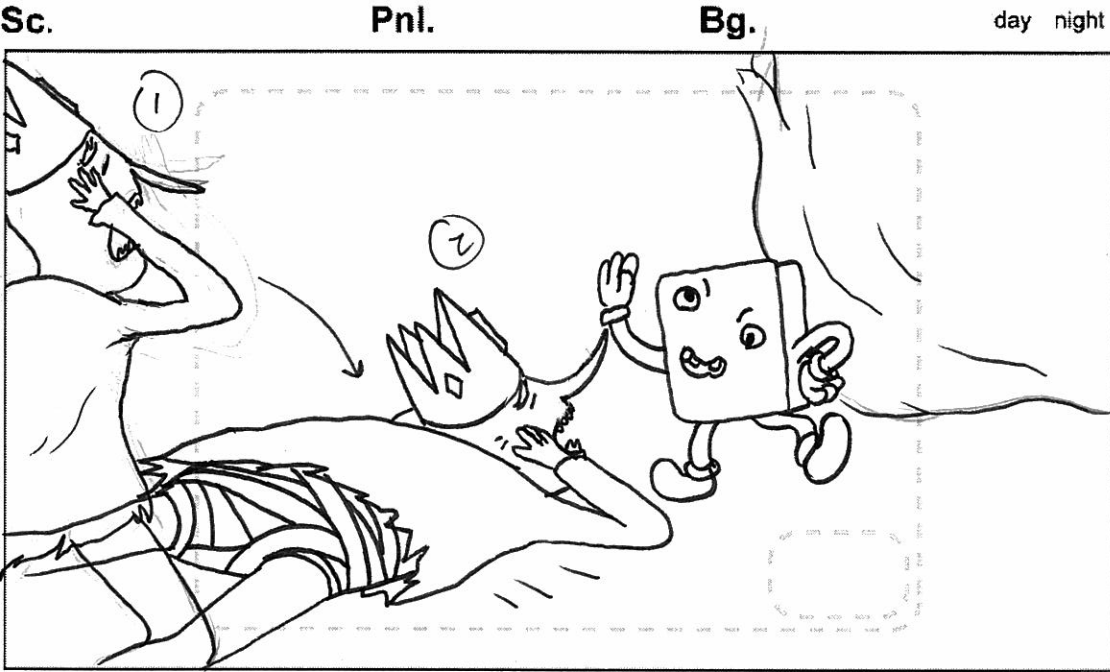
Action:

Timing:

Ice King / NOOO

1→2→1→2
book hopping
back and forth

ADVENTURE TIME



| | | |
|---------|--|--------------------------------|
| Dialog: | Ik/ ① Another cruel joke ② on my life!! | Book/ write in me write in me! |
| Action: | (jumping on ice king's head) | |
| Timing: | | |

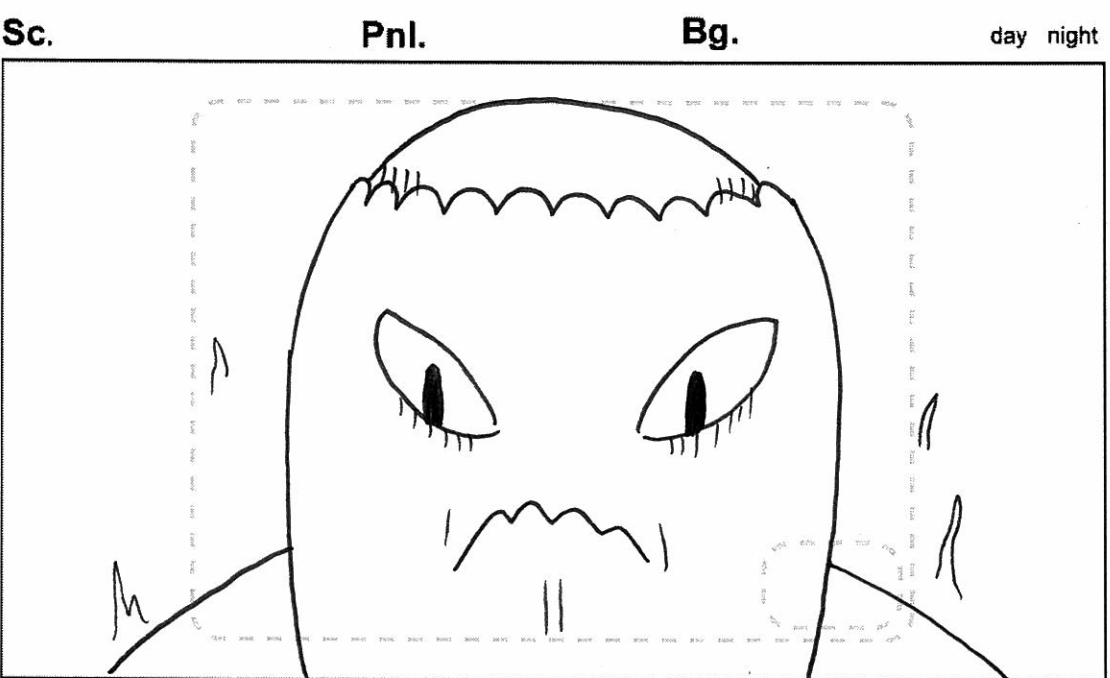
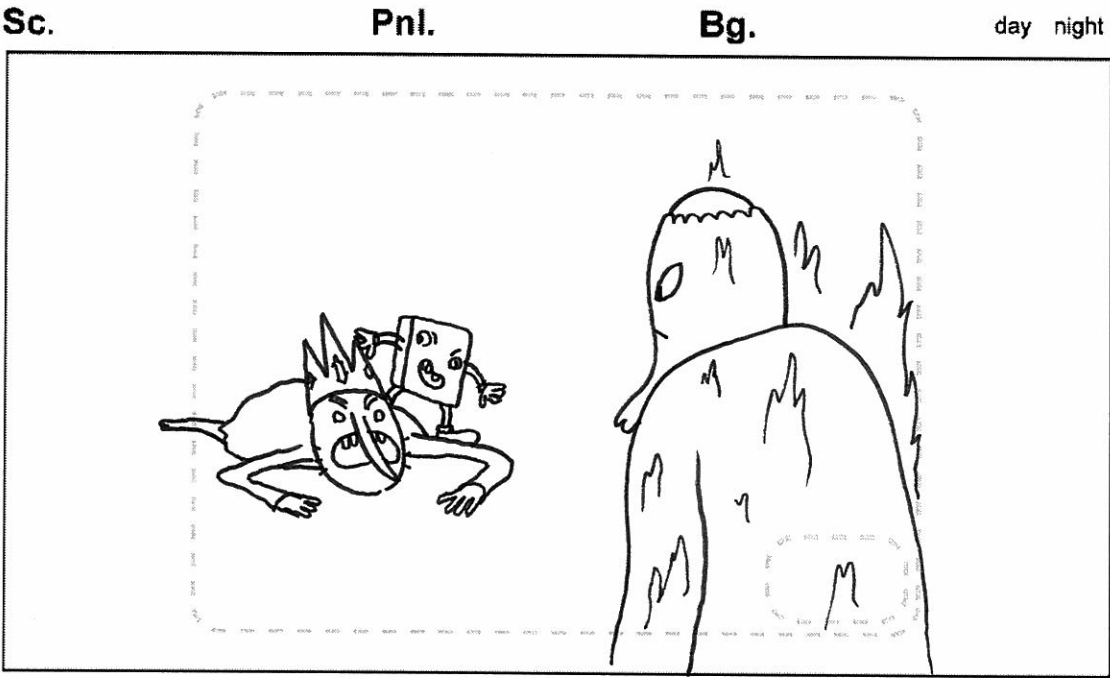
ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|---------------------------------------|-------------------|
| Dialog: | IK / 100h good 2 you're awake ya bum! | |
| Action: | fire shrinking | fire dies down. 2 |
| Timing: | | |

ADVENTURE TIME



| | |
|---------|------------------------|
| Dialog: | IK/ LOOK what you did! |
| Action: | |
| Timing: | |

EPISODE #

Production :

1014-113

ADVENTURE TIME

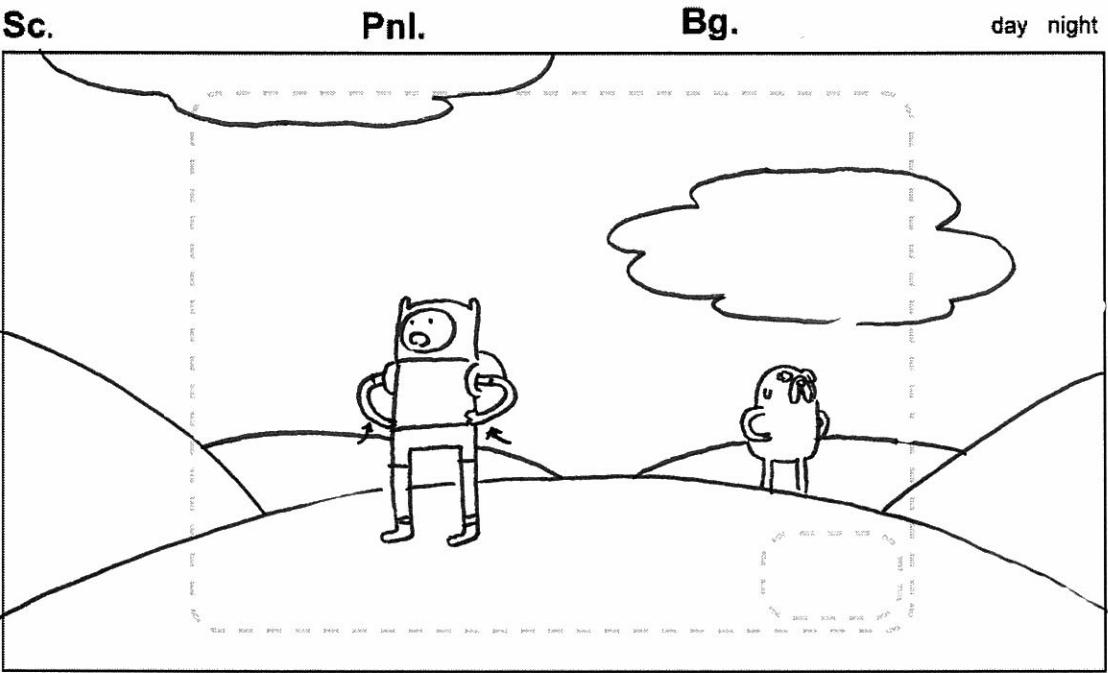
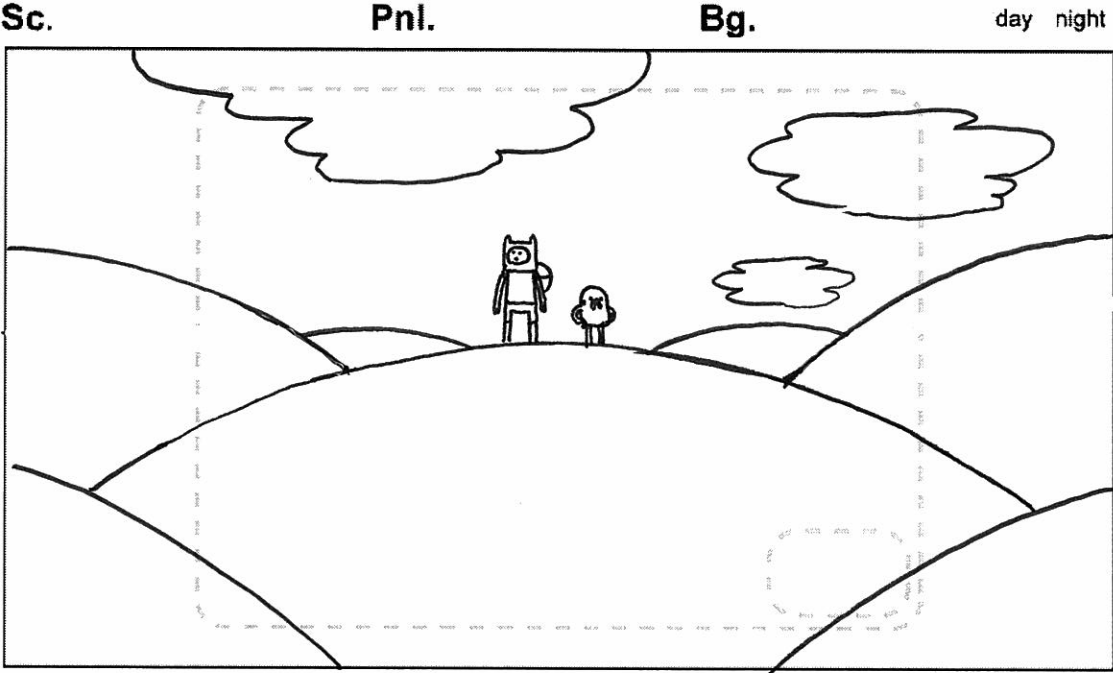


Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

| | | |
|---------|-----------------------|-------------------|
| Dialog: | K/ Get outta my face! | K/ Yeah get lost! |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



| | |
|---------|----------------------------|
| Dialog: | F/ This is the spot, here? |
| Action: | Finn puts hands on hips |
| Timing: | |

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

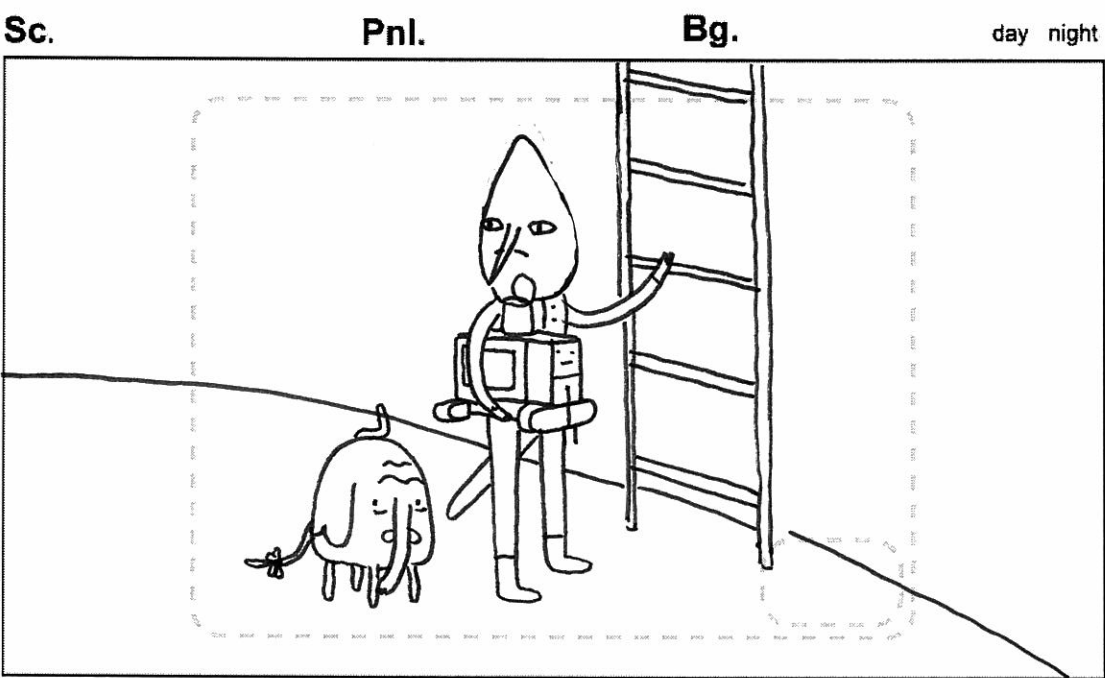
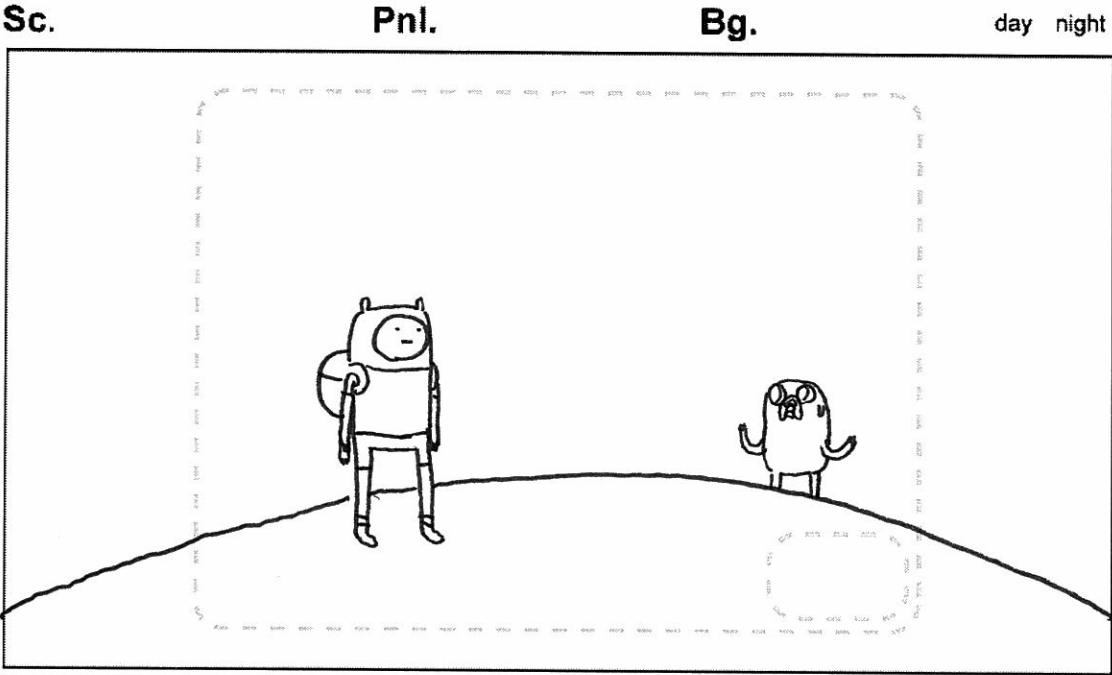
Dialog:

sfx/ GLOM

Action:

Timing:

ADVENTURE TIME



| | | |
|---------|-------------------|-------------------------------------|
| Dialog: | J/ What was what? | TT/ come on Ice King, we're leaving |
| Action: | | |
| Timing: | | |

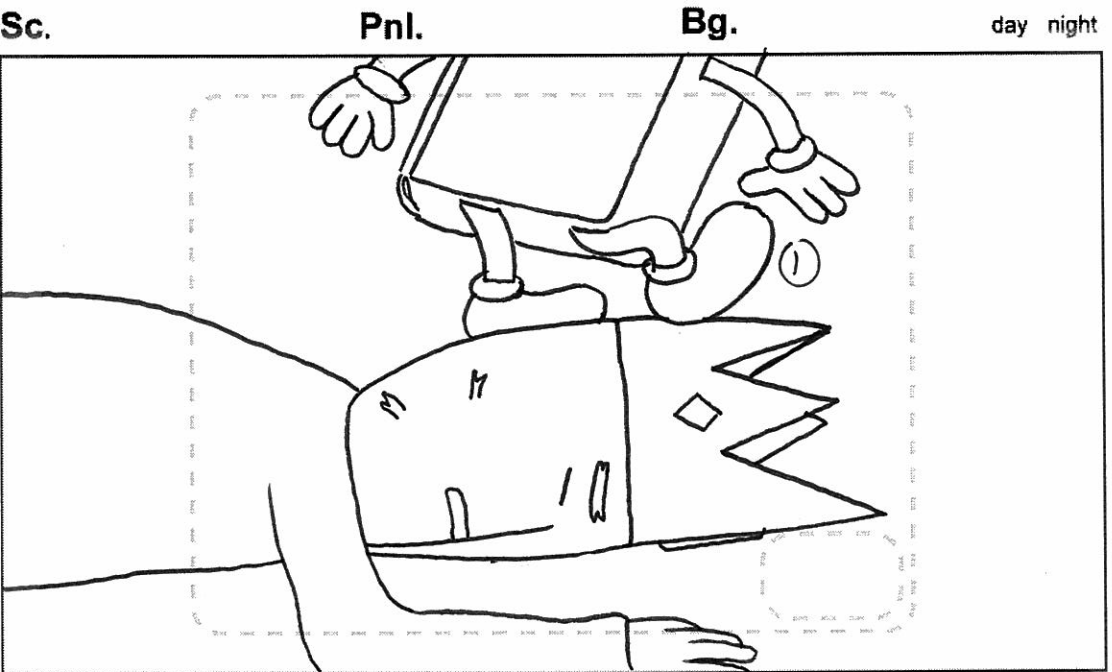
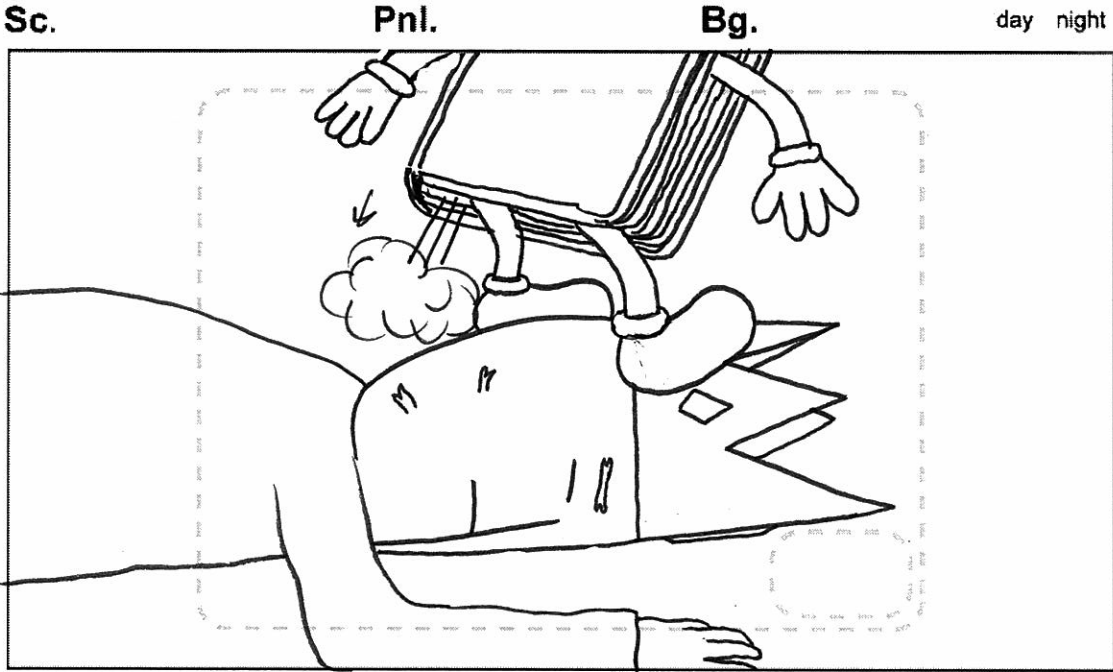
1014-113

EPISODE #

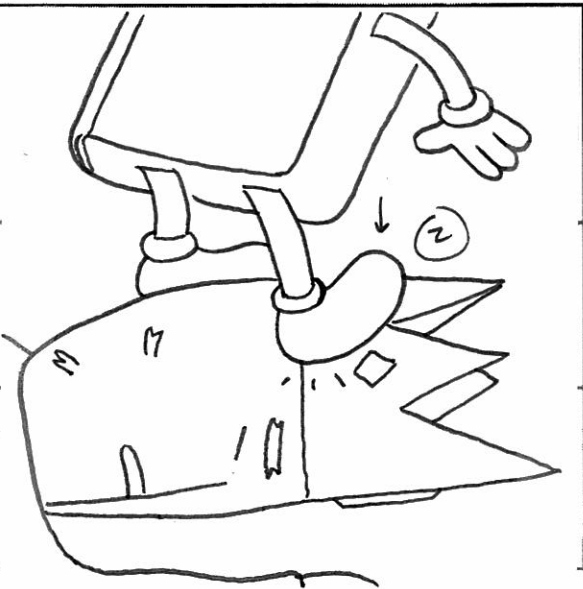
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| | |
|---------|---------------|
| Dialog: | IK/ sniff |
| Action: | (fart) |
| Timing: | 1 → 2 → 1 → 2 |

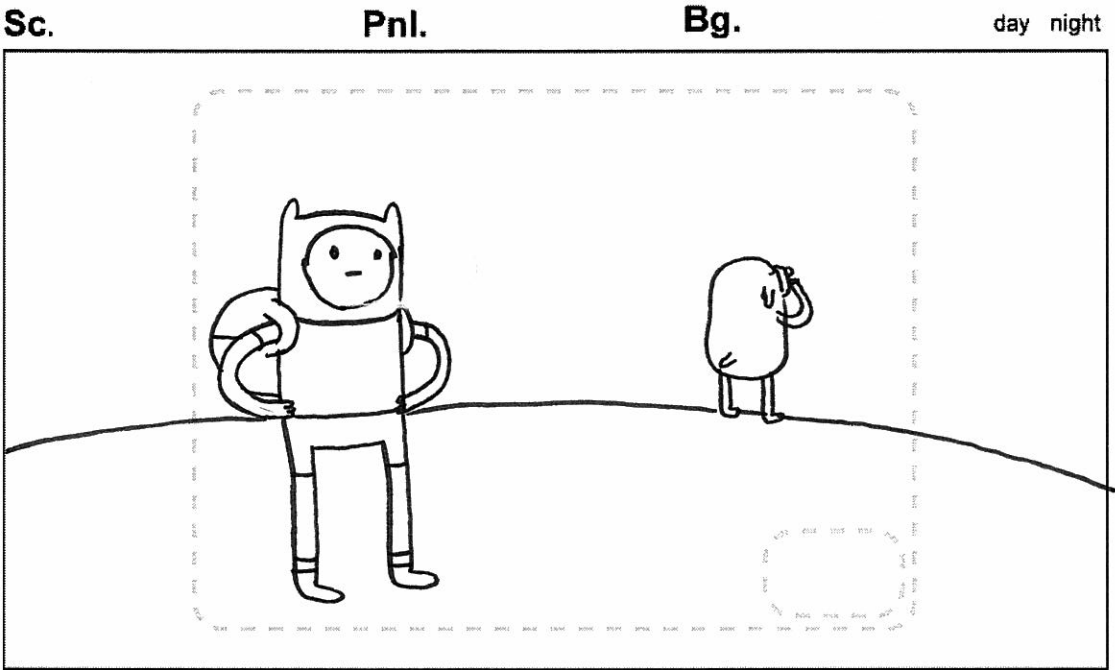
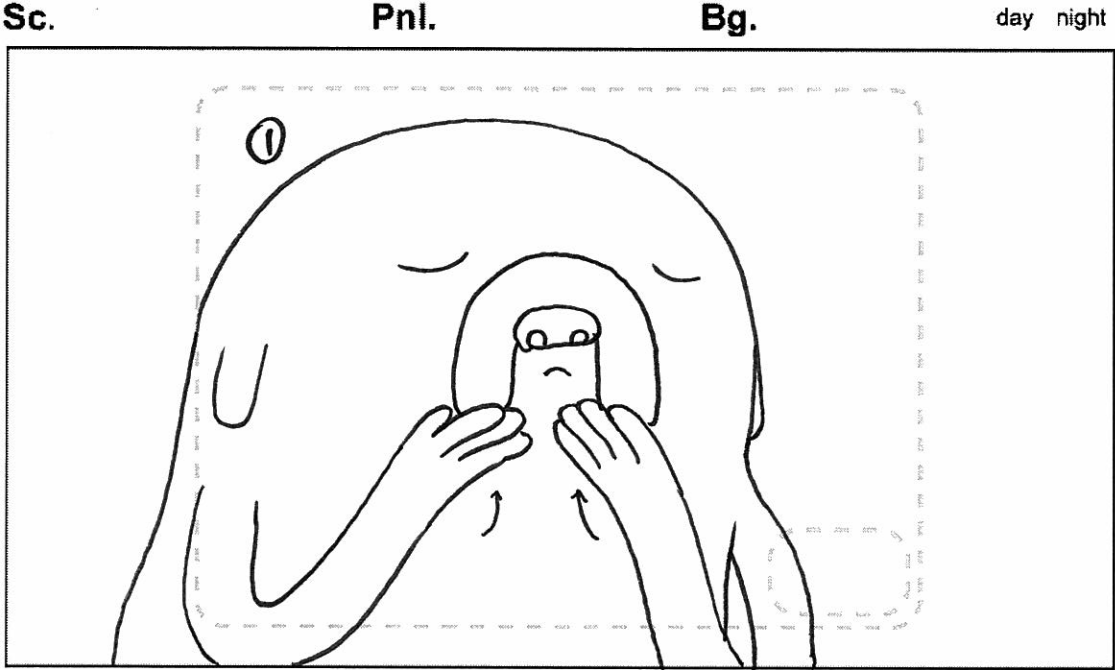


EPISODE #

Production :

1014-113

ADVENTURE TIME



Dialog:

Action:

Timing:

① sniff sniff

② I'm tellin you dude,
① my pie-dar is
goin nay-nays.



① sniff.. snifffff...

EPISODE # 1014-117
Production :

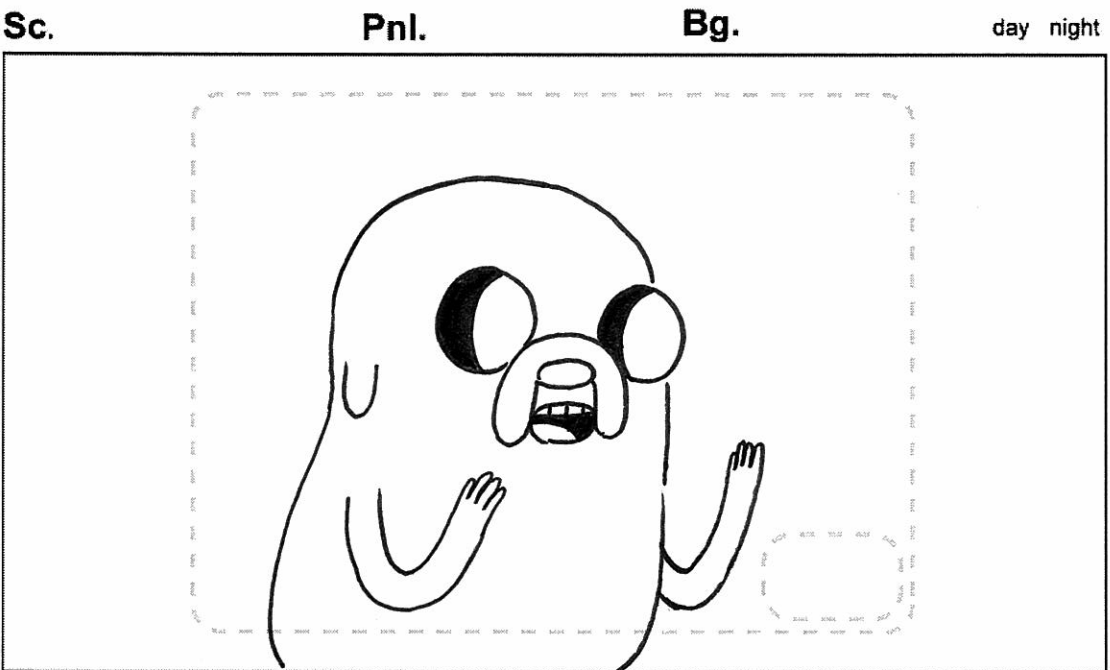
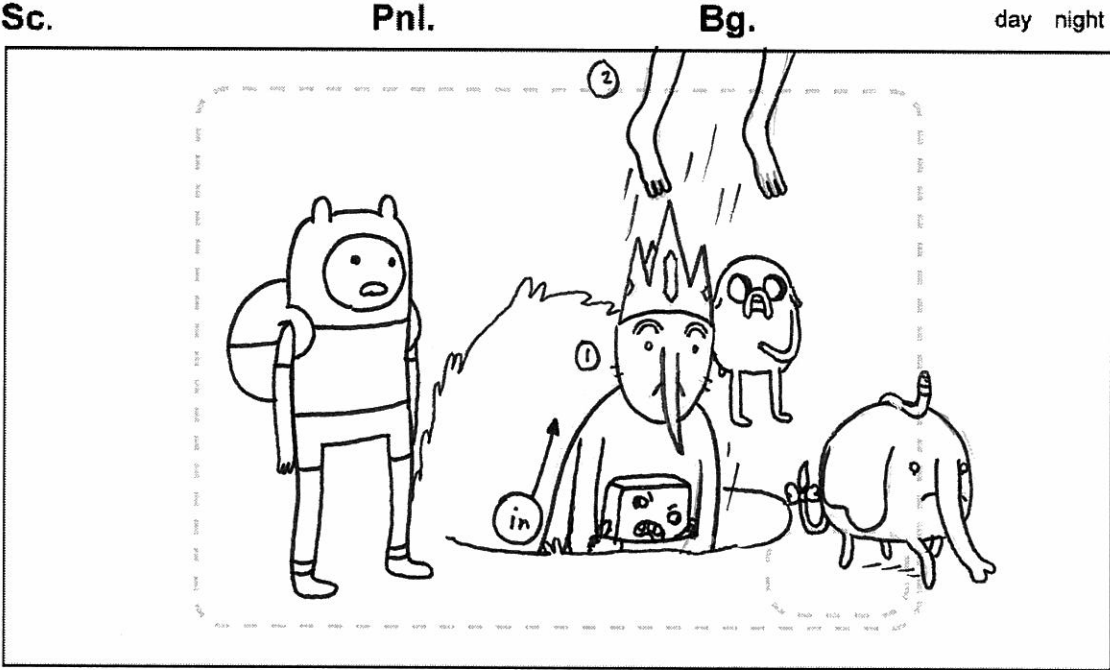
ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |
| | | | | | | | | | |

| | | |
|---------|-------------------|-----------------|
| Dialog: | J/ HO! | F/ what the ... |
| Action: | (hatch pops open) | |
| Timing: | | |

ADVENTURE TIME



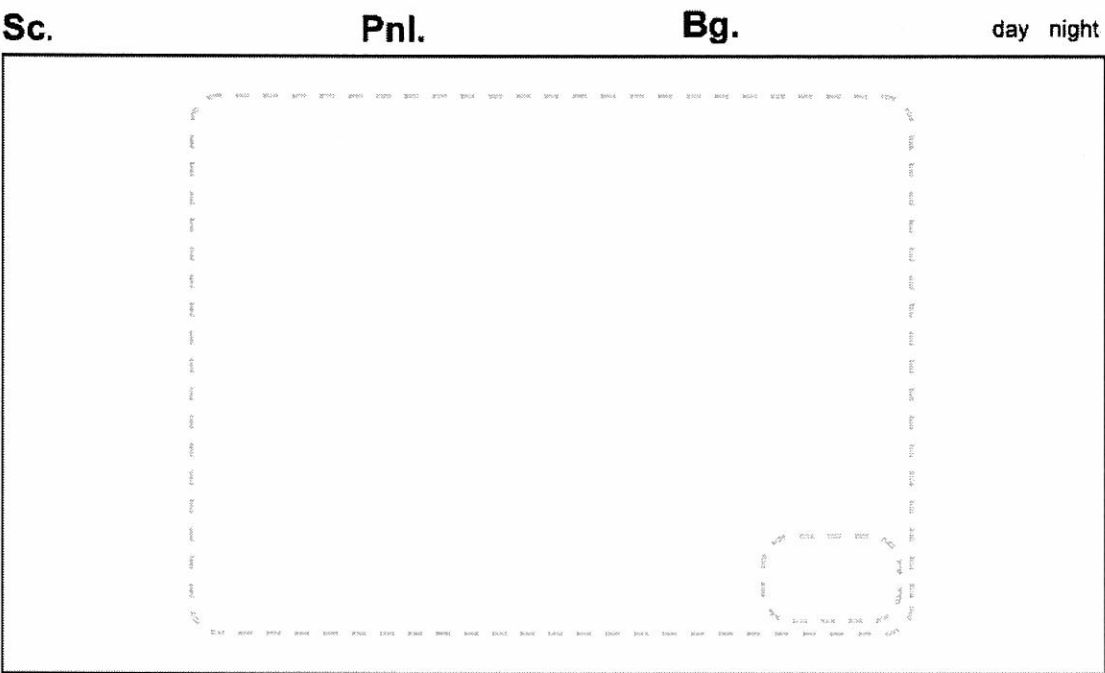
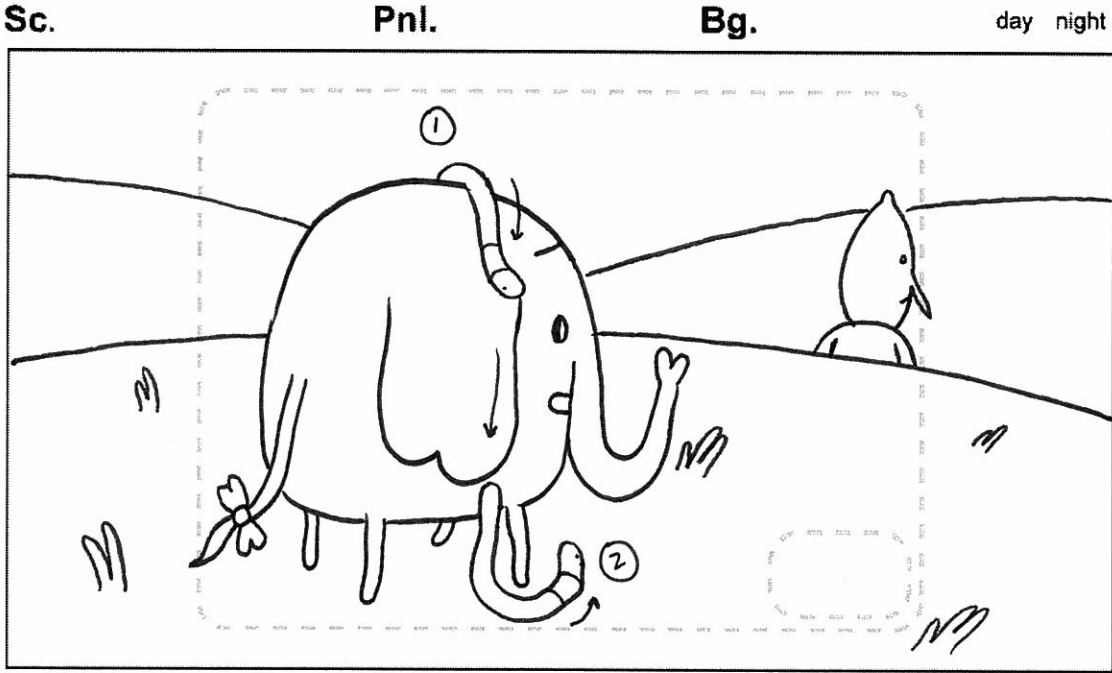
| | | |
|---------|---------------------------|---|
| Dialog: | F/ This is very strange ! | J/ TT where's the pie at? I know you made pie, girl. |
| Action: | | |
| Timing: | | |

1014-113

EPISODE #

Production :

ADVENTURE TIME



Dialog: TT / Mr. Lemon ate it.

Action:

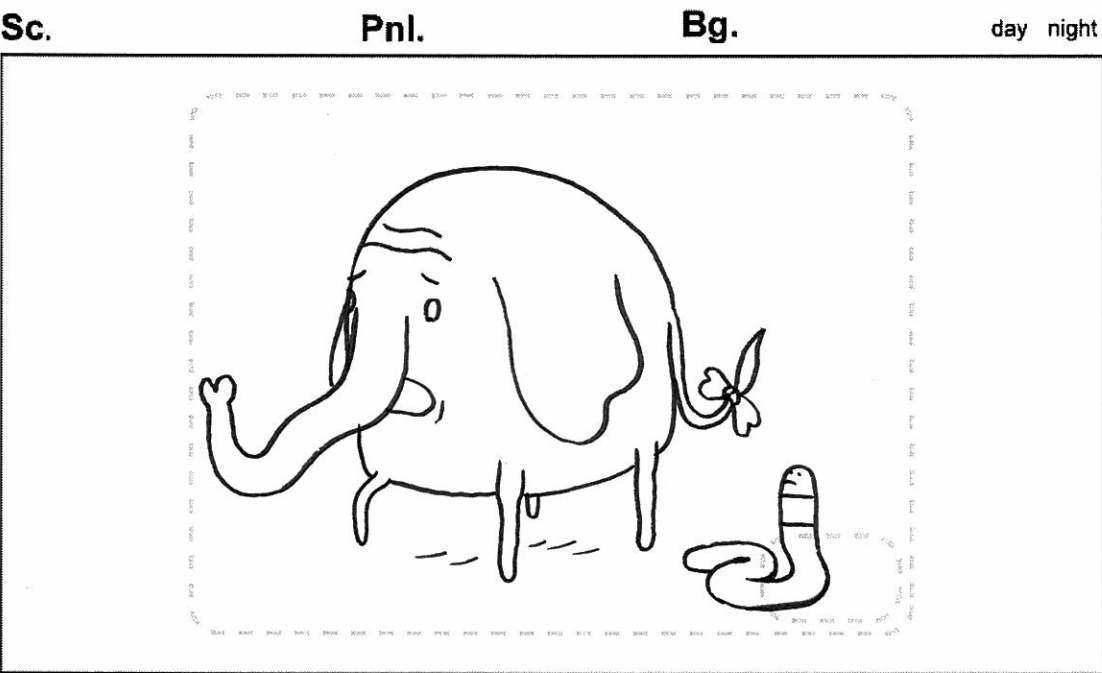
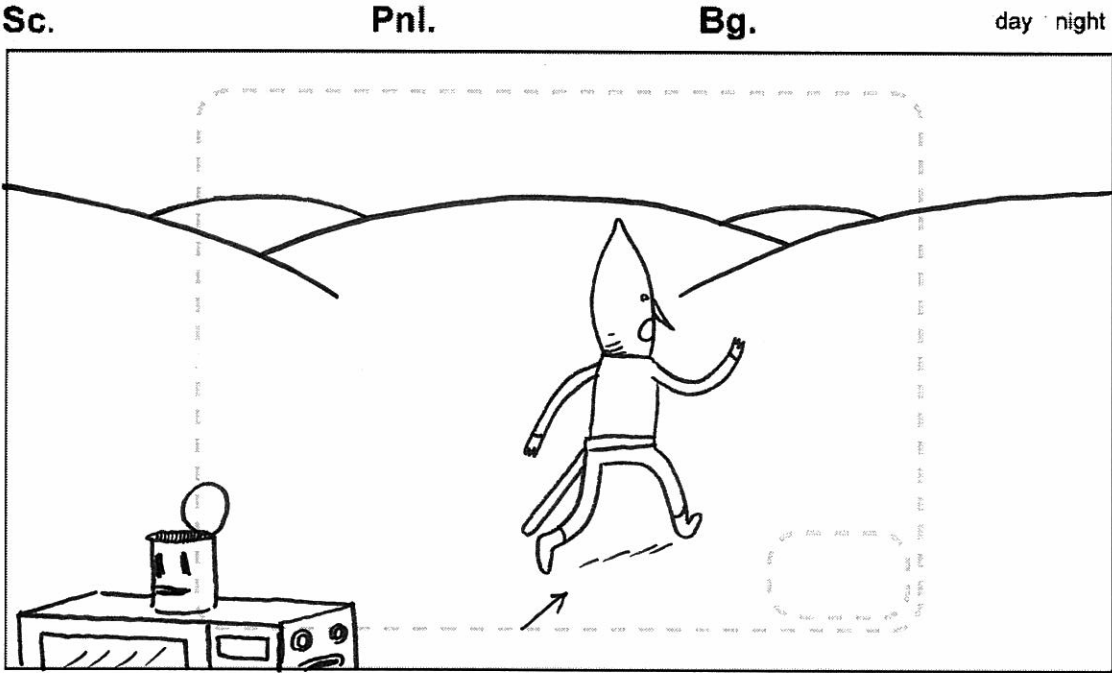
Timing:

1014-113

EPISODE #

Production :

ADVENTURE TIME



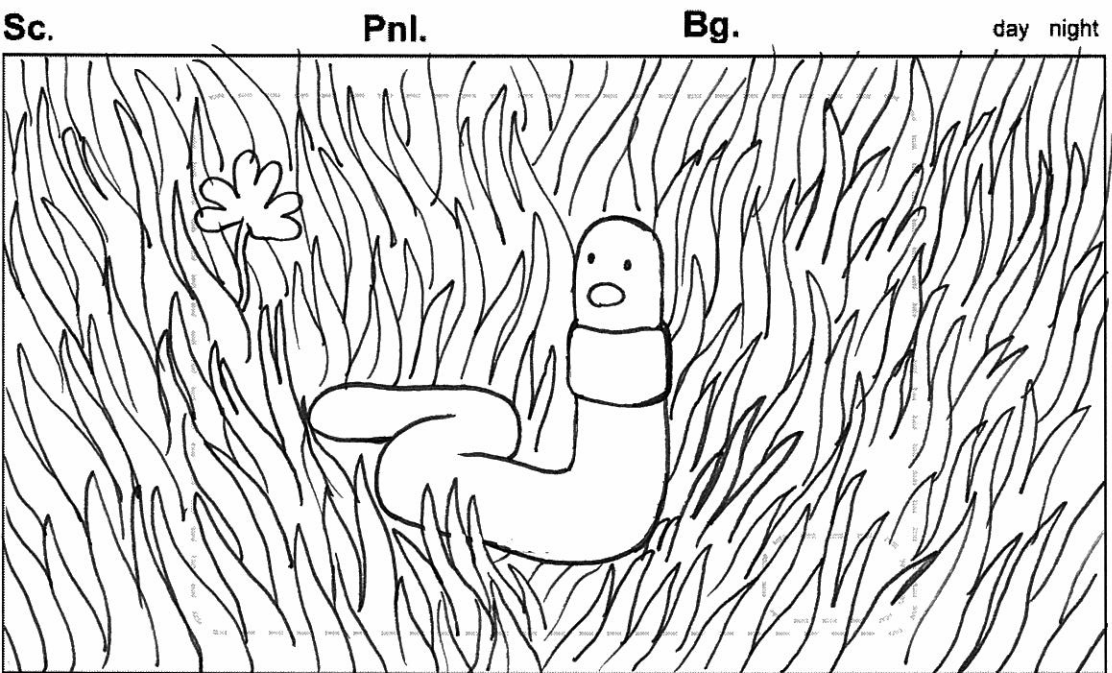
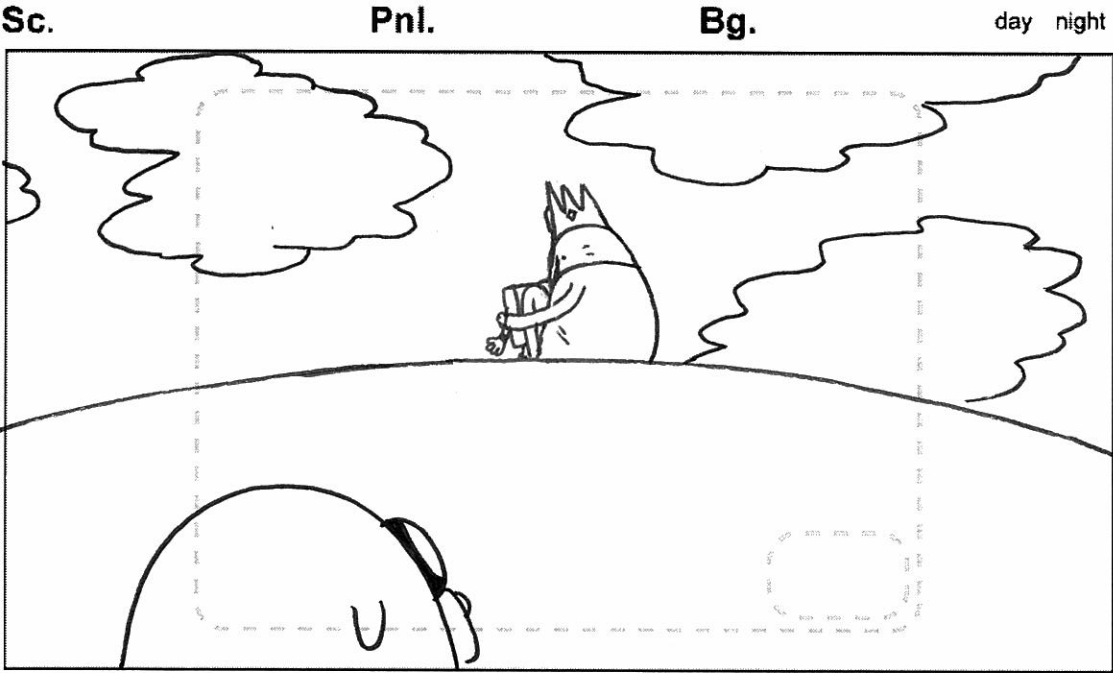
| | | |
|---------|---|---|
| Dialog: | LG/ Bye-don't-follow-me. (say rapidly) | TT/ I'm sorry it didn't work out Ice King. |
| Action: | | |
| Timing: | | |

1U14-113

EPISODE #

Production :

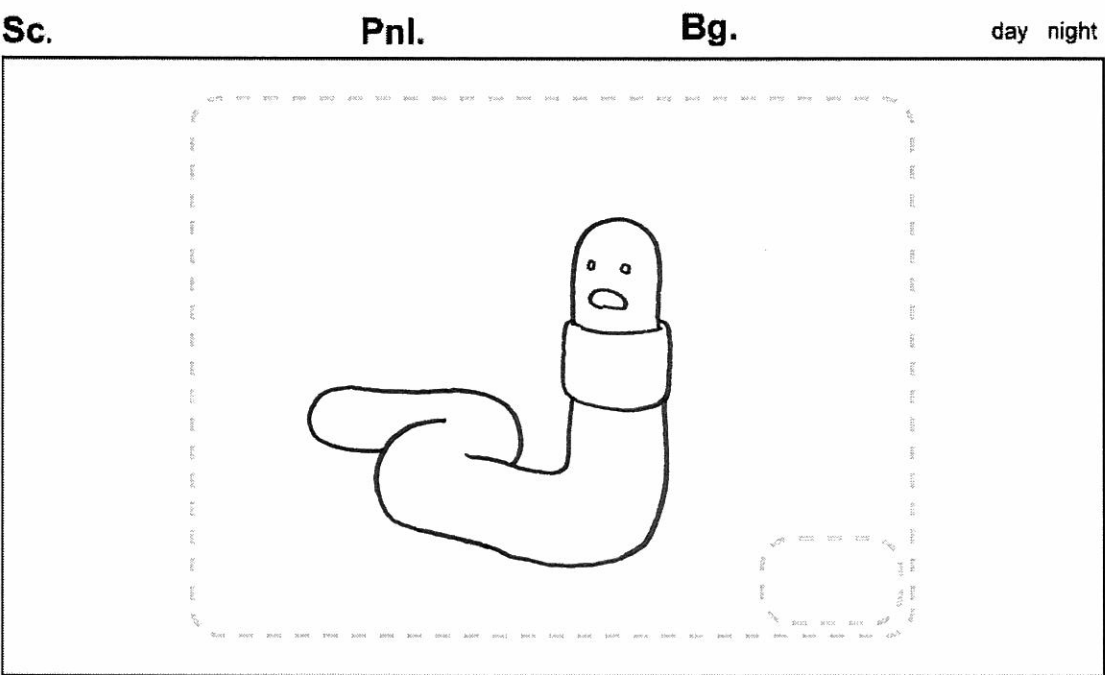
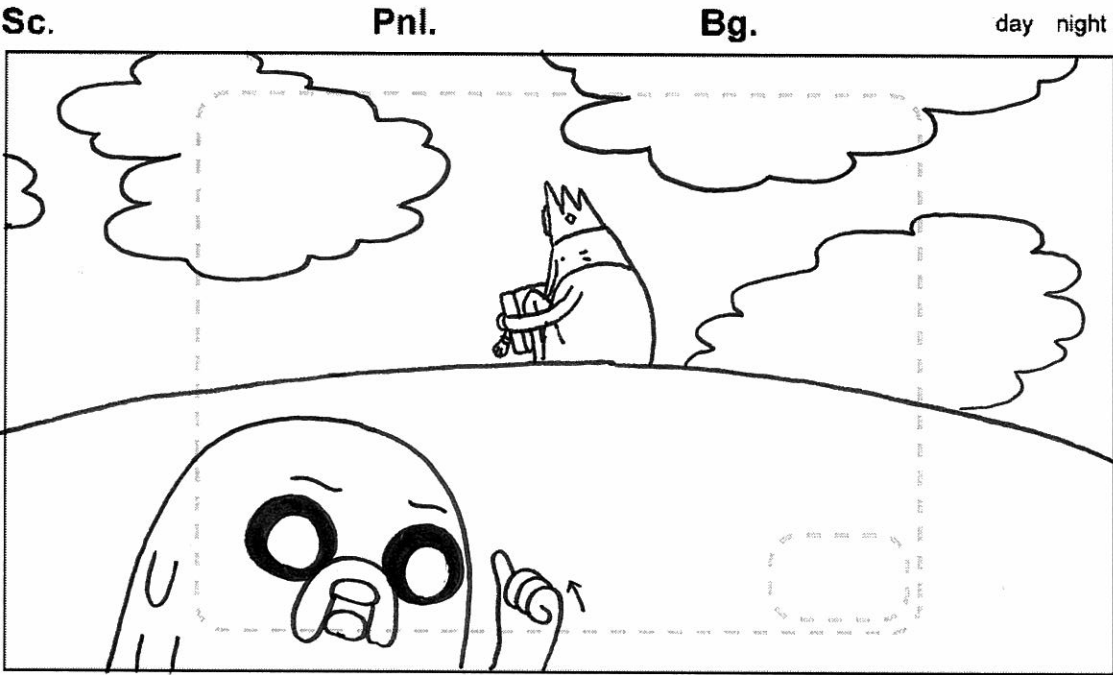
ADVENTURE TIME



| | | |
|---------|-------------|---|
| Dialog: | IK/ Thanks. | Shelby / Hey Jake can I hitch a ride back home? |
| Action: | | |
| Timing: | | |

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

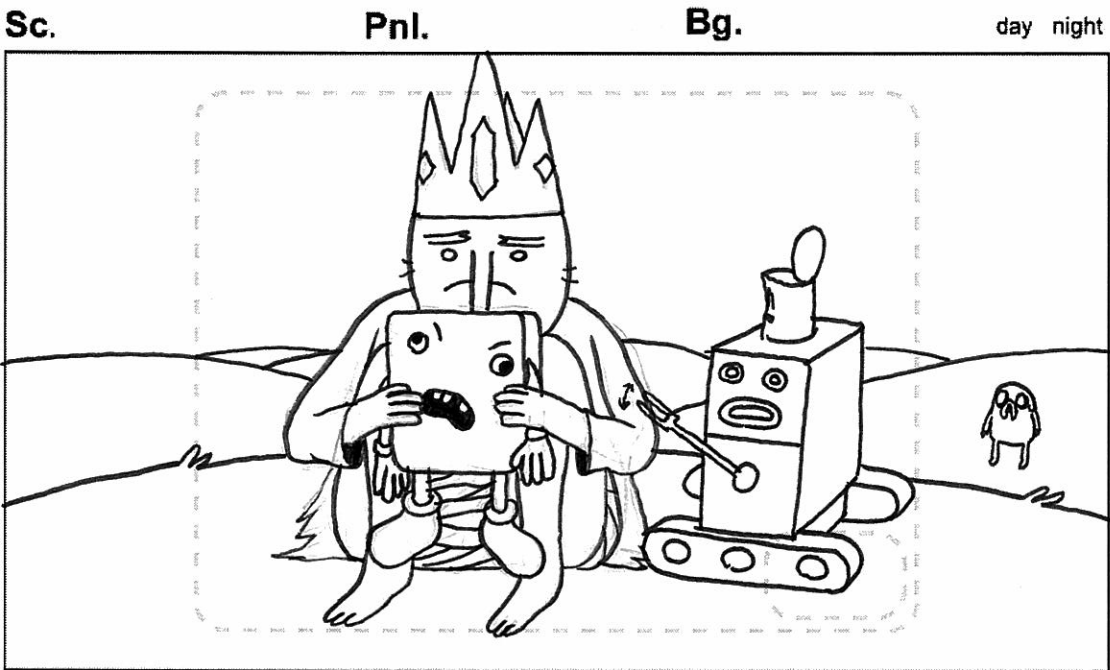
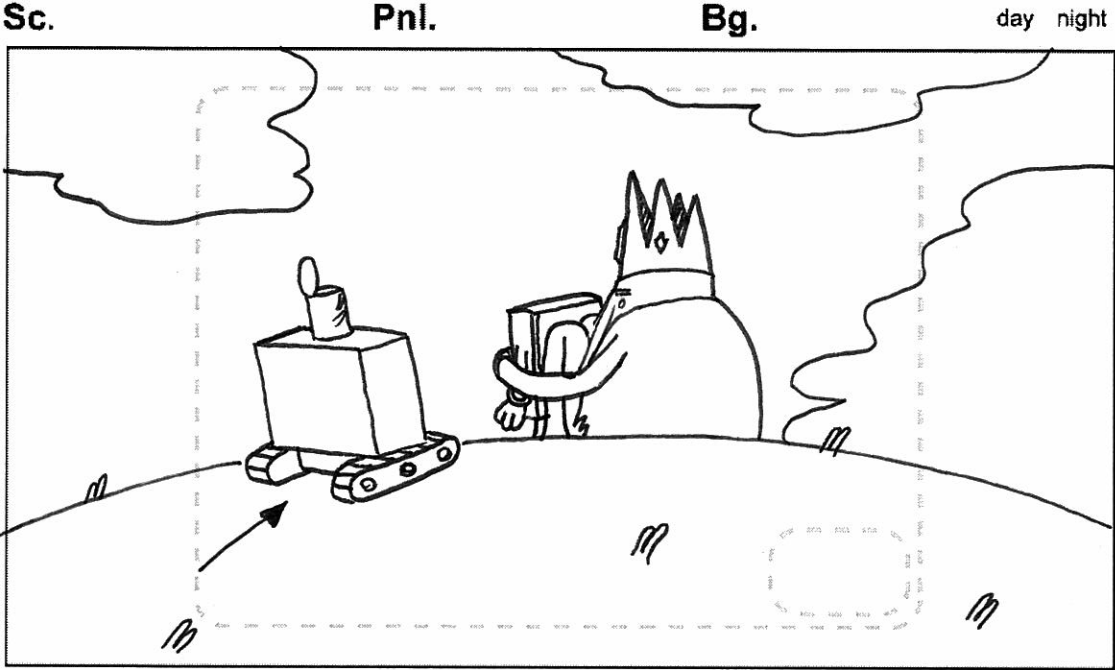
ADVENTURE TIME



| | | |
|---------|---|--|
| Dialog: | J/ yeah but what the heck is going on here? | Shelby / Ice King was doing some desperate business. |
| Action: | | |
| Timing: | | |

EPISODE # 1014-113
Production :

ADVENTURE TIME



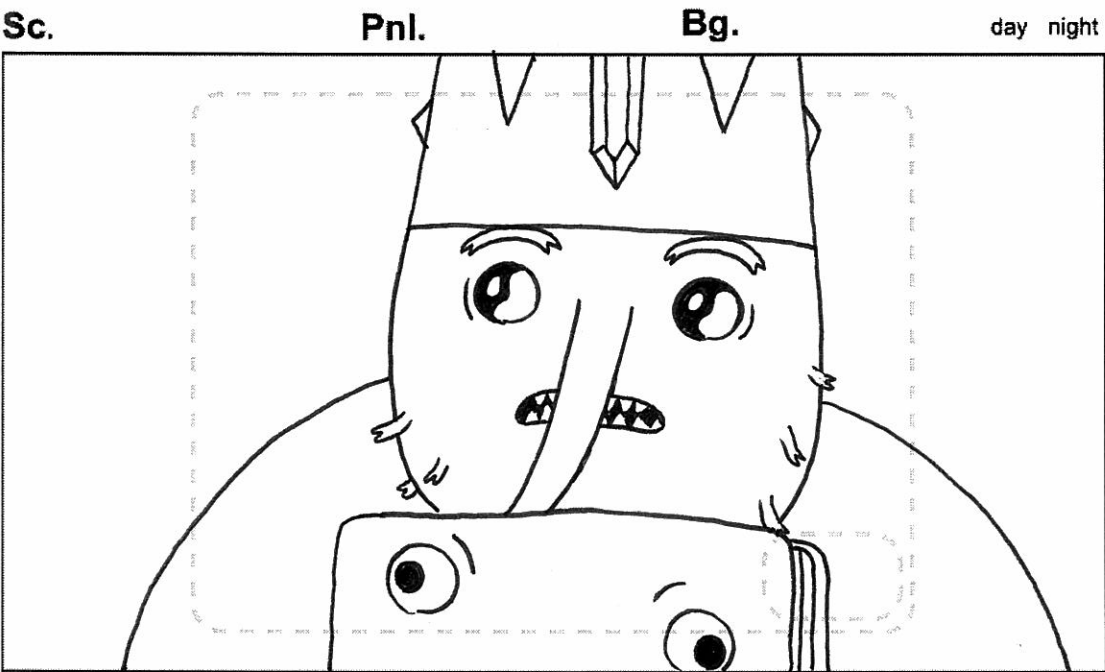
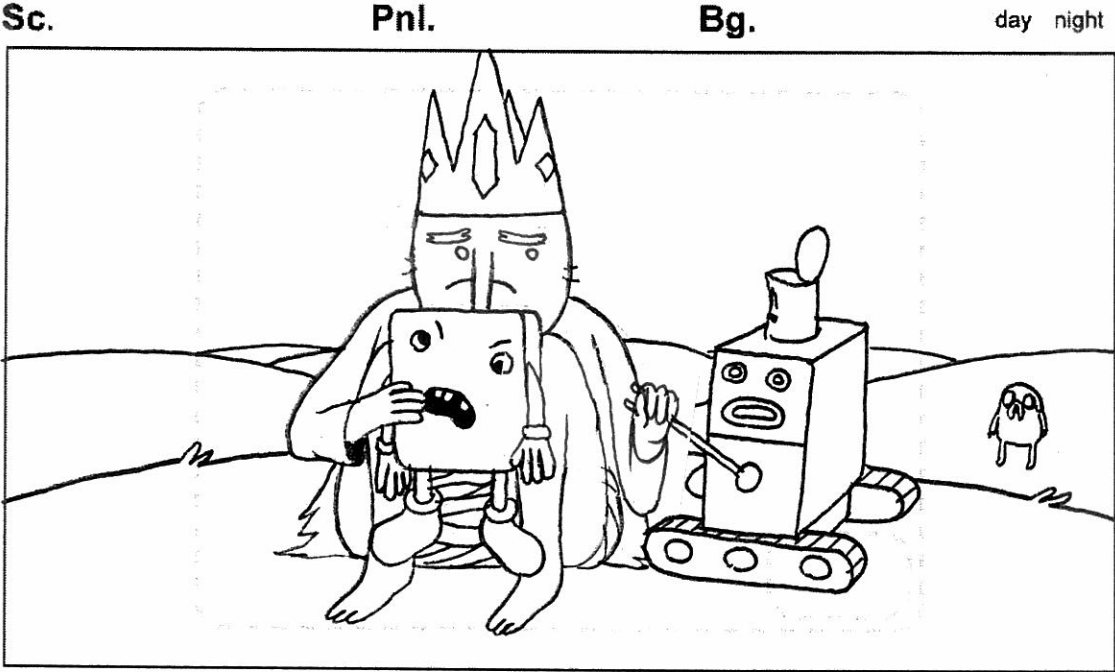
| | | |
|---------|--|--|
| Dialog: | shelby/ It didn't work out. I think he's pretty bummed about it. | Nept r / Don't be sad Papi. |
| Action: | | Nept r rubs ice king's arm |
| Timing: | | |

1014-113

EPISODE #

Production :

ADVENTURE TIME



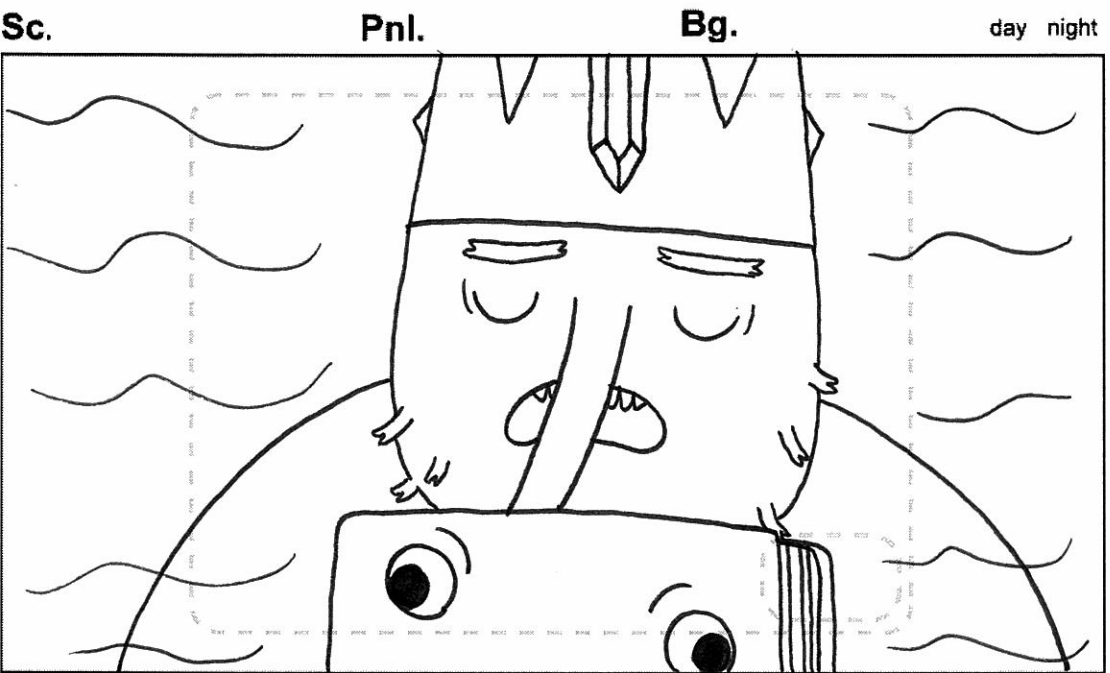
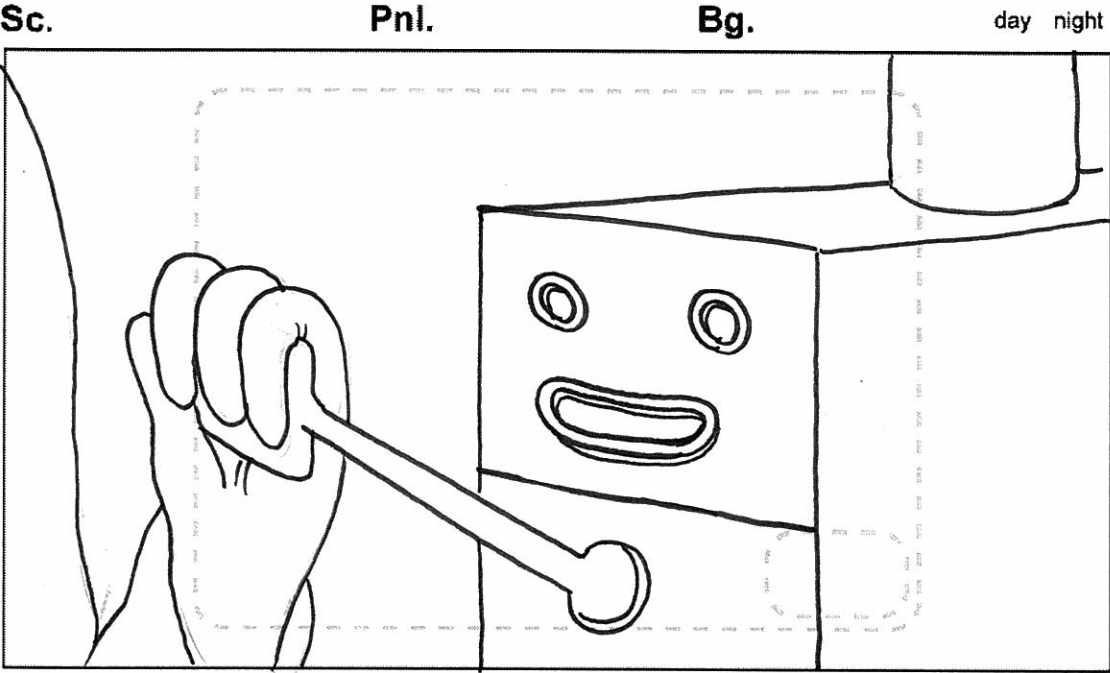
| | | |
|---------|--|----------------|
| Dialog: | NEPTR/ Your characters can always be real in your mind | Ik/ They can ? |
| Action: | | |
| Timing: | | |

EPISODE # 1014-113

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| | | |
|---------|---|--|
| Dialog: | Neptr / yes. Remember when you showed me your imagination zone? | IK / yes, yes if I just concentrate... |
| Action: | | |
| Timing: | | |

1014-113
EPISODE #
Production :

ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

| | | |
|---------|-----------------------|---|
| Dialog: | IK/ ha-haa it worked! | Fionna (Neptr's Volce)/I missed you Ice King! |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: 1K/0oh Fionna ② can dreams be as real
③ as waking life?

Action:

Timing:

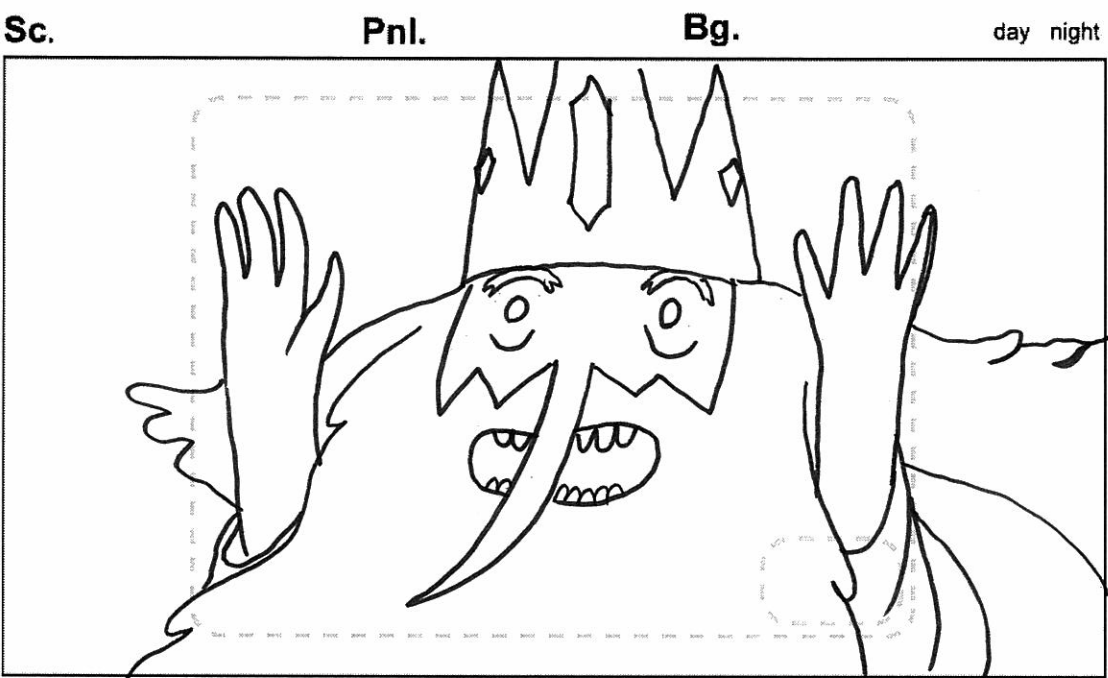
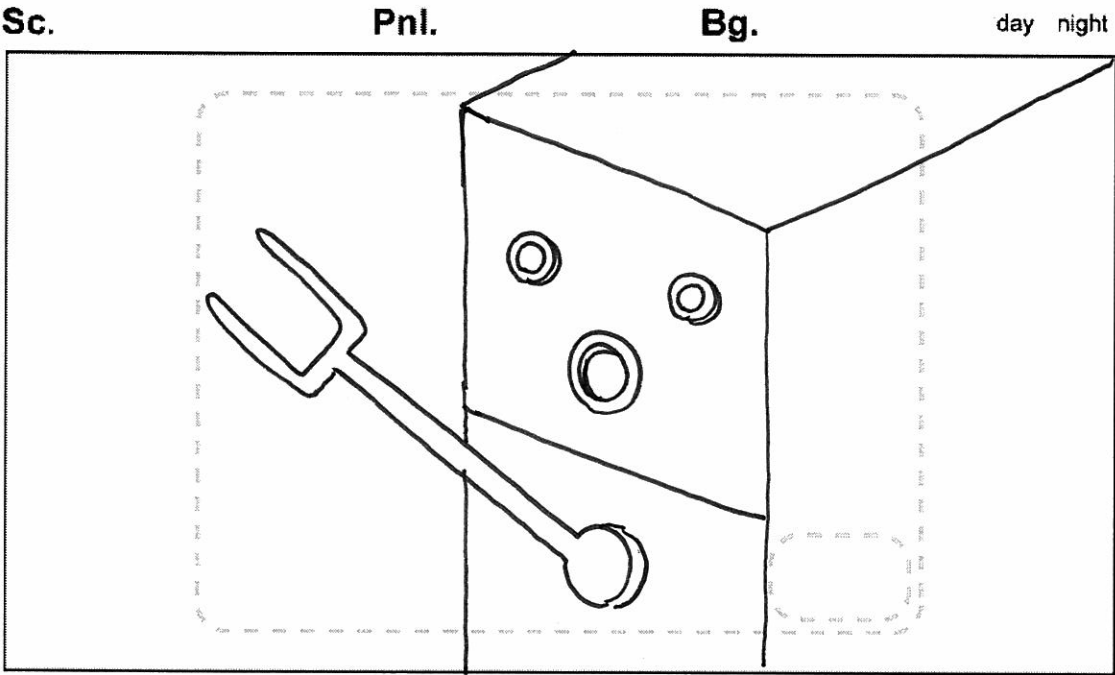


Fionna (Nepti's voice) Of course it
can!

| |
|--|
| |
| |
| |

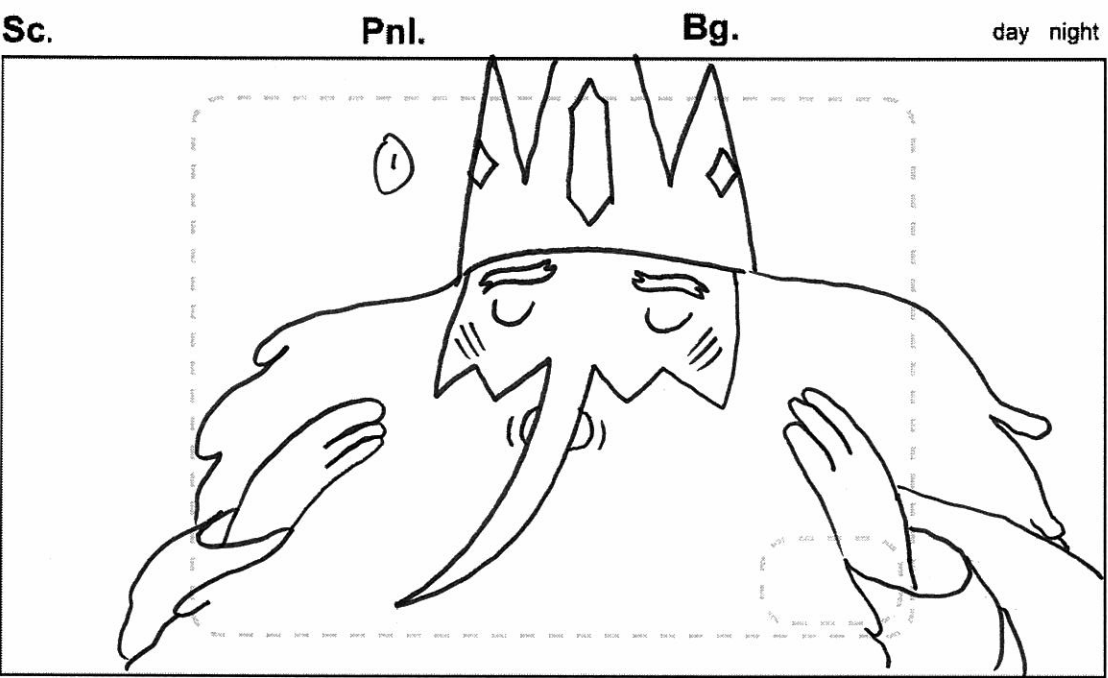
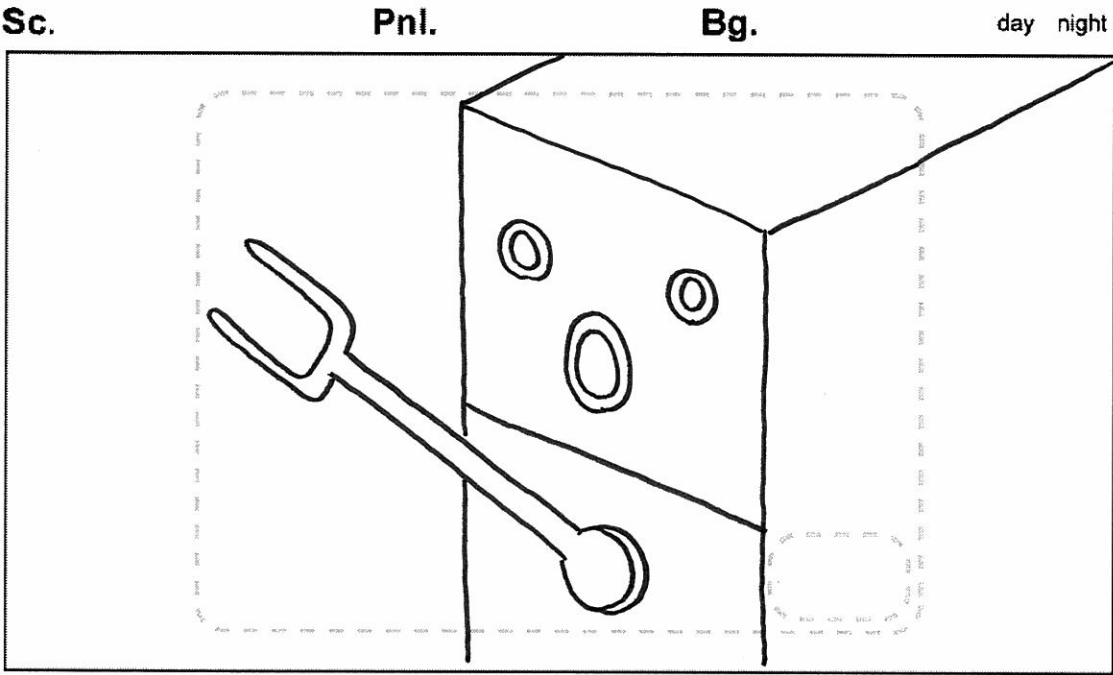
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



| | | |
|---------|--|---|
| Dialog: | Neptk (acting as Fionna) Dreams are real ! | k/ Then I will wait for you from across the threshold of consciousness! |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



Dialog: *NepTr (as Fionna) Our worlds will surely meet, Ice King!*

Action:

Timing:

IK/ ① I feel this too ② it feels so strong
③ it MUST be true!



1014-113
EPISODE #
Production :

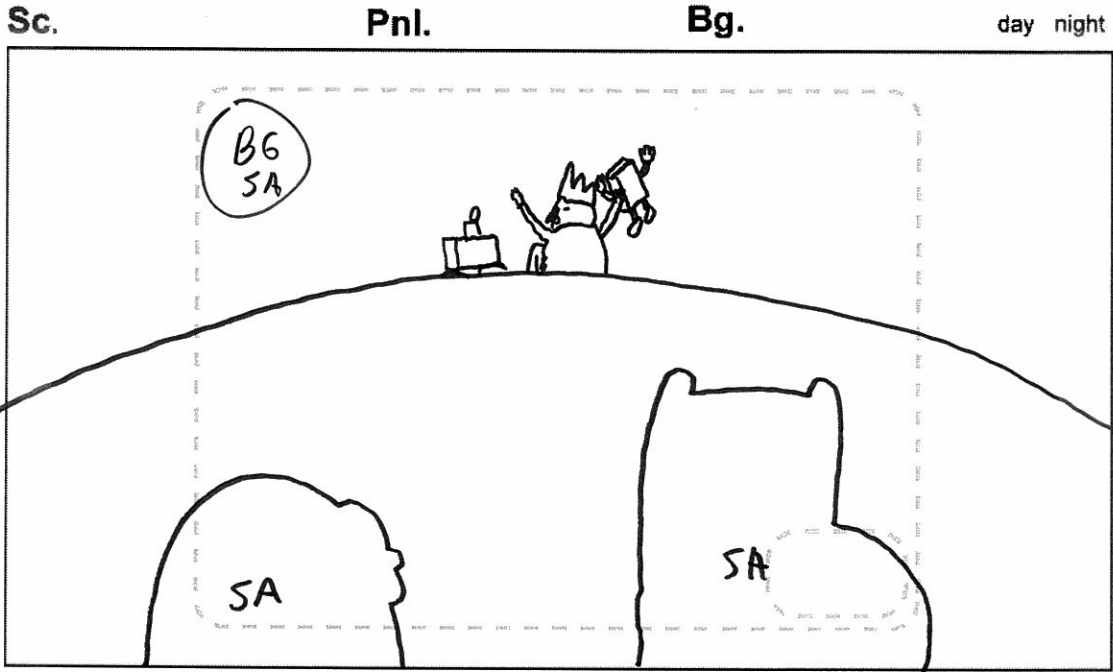
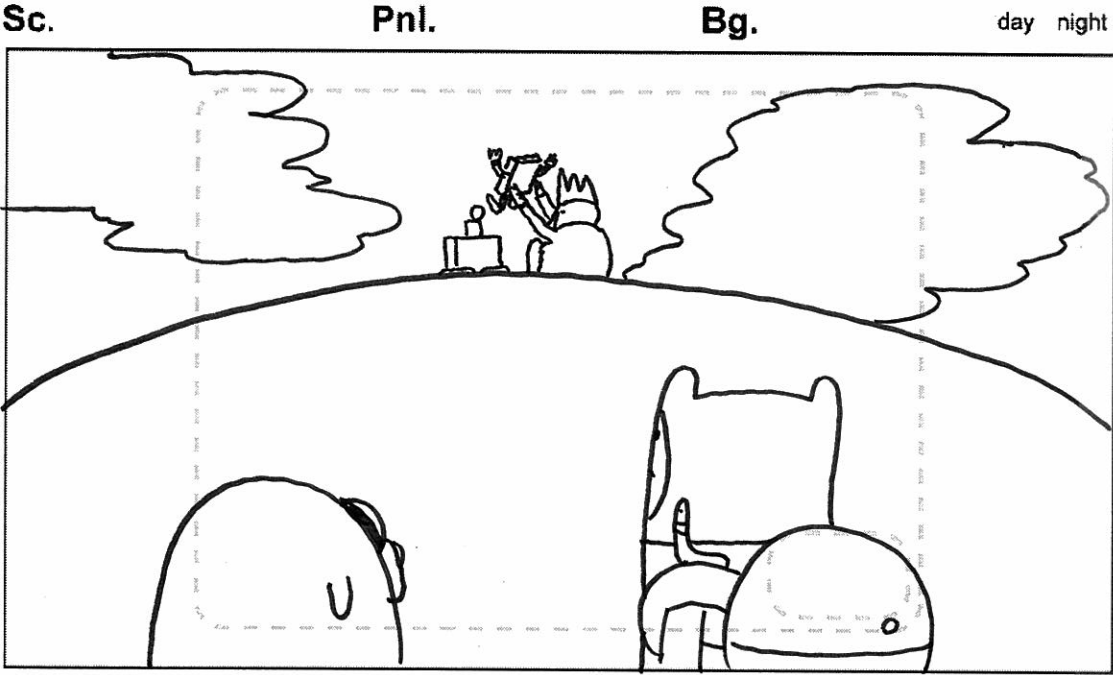
ADVENTURE TIME



| Sc. | Pnl. | Bg. | day | night | Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|-----|------|-----|-----|-------|
| | | | | | | | | | |

| | | |
|---------|---|----------------------------|
| Dialog: | F/ who in this world is sadder than the Ice King? | Shelby/ me. watching this. |
| Action: | | |
| Timing: | | |

ADVENTURE TIME



Dialog:

←(ice king blabbing to himself in the distance)→
(Tom kenny improvise?)

Action:

Timing:

EPISODE # 1014-113
Production :